SpaceGamer FantasyGamer

Jan/Feb 1987
Number 77
$3.50

In This Issue

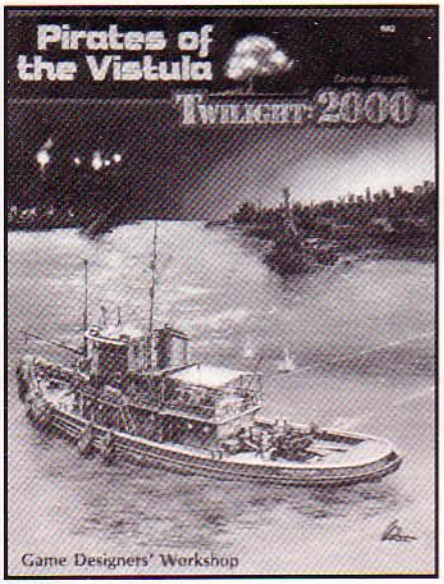
Reach For The Stars Review and Playing Tips

A Complete Paranoia Solo Adventure

Nuclear War Play-By-Mail Rules and Coupon For 2 FREE Turns

The River and The Ruins

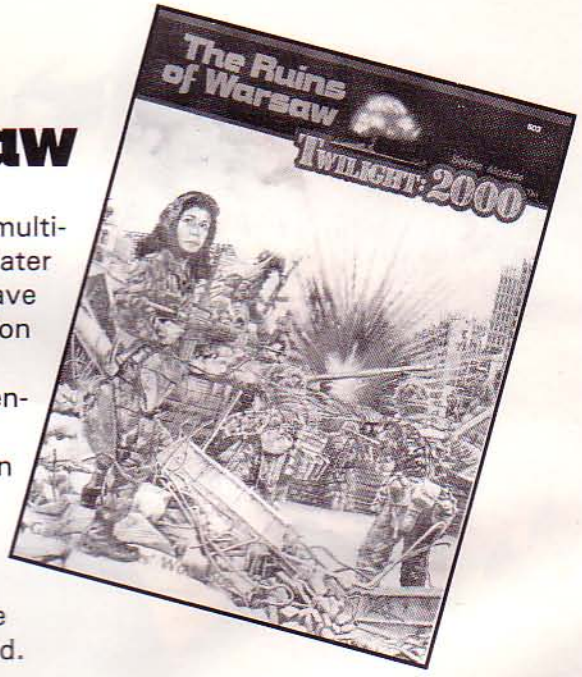
Two New Adventure Modules for *Twilight: 2000*



Pirates of the Vistula

With the road net all but destroyed by war, the rivers of central Poland are the new highways for trade. Ride along on the tugboat *Wisla Krolowa* down the Vistula from Krakow to Warsaw, past marauders, warlords, friendly and hostile villages, and the vicious pirates who rule the river. There's unknown danger around every bend.

This module contains four separate adventures on the river plus detailed descriptions of the entire route: villages, countryside, and important NPCs. Rules are also included for river travel and combat.



The Ruins of Warsaw

The war ended for Warsaw in 1997, when two multi-megaton airbursts destroyed the city. Three years later the radiation has died down and a few survivors have returned. Venture into the rubble on a rescue mission and discover a new war within the ruins, as the warlord Baron Czarny tries to stamp out the independent Militia of Sielce.

This module contains an extensive background on the ruined city, plus new macro combat rules for fighting battles with hundreds of men on a side.

Also Available: *The Free City of Krakow*, where the war is outlawed and anything can be bought or sold. *The Black Madonna,* search for a sacred icon and meet the mad Markgraf of Silesia.

Twilight: 2000

Each module: $7
Twilight: 2000: $18
Add $1 per item for handling.
Available at your local hobby shop or direct from GDW.

GDW
Game Designers' Workshop
P.O. Box 1646
Bloomington, Illinois 61702-1646

Editor-In-Chief
Anne Jaffe

Fantasy Game Editor
Jeff Albanese

Science Fiction Editor
Anne Jaffe

Computer Games Editor
Robbie Robberson

Play-By-Mail Editor
Nolan Bond

Publisher
Alan Emrich

Art Director
Vince DeNardo

Advertising Manager
Cheryl Gabriel

Office Staff
Carol Turrietta, Circulation
Gary Smith, Finance
Andrew Hunt, General Manager
Karen Wolterman, Proofreading

Art Credits
Cover and page 16 courtesy
of West End Games

Trademark Notice
Most game names are trademarks of the companies publishing those games. Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder nor, conversely, should use of the name of any product without mention of trademark status be construed as a challenge to such status..

SPACE GAMER/FANTASY GAMER (USPS 759-210) is published bi-monthly by Diverse Talents, Incorporated located at 5374 Village Road in Long Beach, California 90808 USA (213) 420-3675. Second class postage paid at Long Beach, California and additional post offices. **POSTMASTER:** Send address changes to SPACE GAMER/FANTASY GAMER, P.O. Box 8399, Long Beach, CA 90808. All materials copyright 1987 by SPACE GAMER/ FANTASY GAMER. All rights reserved. Printed in Austin, Texas, by Futura Communications.

Subscription rates as of 1/1/87: In the United States -- six months (3 issues) $9.00; one year (6 issues) $18.00; two years (12 issues) $30.00. Canadian address, add 60¢ per issue for postage and handling; overseas addresses add $1.25 per issue for surface mail. International rates subject to change as postal rates change. *Note:* All payments **must** be in U.S. dollars, made by International Money Order, or checks drawn on a U.S. bank.

SpaceGamer FantasyGamer

February/March 1987 **Number 77**

Table of Contents

Space Gamer
Ships of the Galaxy 11
The Tactics of Deception 12
Alternate Realities 13
Who Ya Gonna Play!? 14
One of the Best PARANOIA Mini-Solo-Adventures Ever Published 16

Fantasy Gamer
King Arthur Pendragon 24
Leomund's Secure Shelter: Conducting the Melee 26
Leomund's Secure Shelter: Experience & Training 32
Encyclopaedia Arthuriana 35
A Noble Cause 35
Mono-a-Mono Against the Forces of Darkness 36
Run Amuck in Peru! 36

Computer Gamer
Reach for the Stars 38
How to be a Better Space Admiral 39
What Colonies? 40
Sundog: Frozen Legacy 42
Running the Gauntlet 43

First Class Gaming
It Lives, Igor. It Lives!!! 45
Darth Vader and the IRS 46
Nuclear War 48

Regular Features
Editorial 5
Convention Calendar 5
Convention Reports 6
Scanners 8
Murphy's Rules 50

Secret Knowledge:

You are *not* paranoid.
There really *is* a conspiracy.
They really *are* out to get you.

"Secret societies like the Gnomes of Zurich and the UFOs vie for world domination in this strategic and very humorous card game. Power and wealth come from controlling other groups, which range from Cycle Gangs to Republicans to Punk Rockers."
— GAMES Magazine, 1985 "Games 100" list of editors' favorite games.

"As a player takes control of group after group, he expands his wealth and power. No ploy is too devious, no strategem too low. Illuminati is fun, fast-playing, and funny. If you have a paranoid friend, it's the perfect gift."
— Isaac Asimov's Science Fiction Magazine

Featured on "Games 100" 1983-1986.

ILLUMINATI®

Get them before they get you.

Available in fine hobby stores everywhere, or send $7.50 for *Illuminati*, $6.50 each for the first two Expansion Sets, and $5.50 for Expansion Set 3 (Texas residents please add 7¼% sales tax) to:

STEVE JACKSON GAMES
BOX 18957-CC
AUSTIN, TX 78760

Prices include postage and handling. *Illuminati* and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. All rights reserved. Fnord.

Welcome back to **Space Gamer/ Fantasy Gamer,** once again a separate publication. This issue is also a new start for **Space Gamer/Fantasy Gamer** as an independent magazine, no longer connected with Steve Jackson Games, Inc.

There will be come changes in the look and content of the magazine but a lot of intangible things about **Space Gamer/ Fantasy Gamer** will remain. The willingness to speak out on issues and trends within the gaming hobby; the ability to find humor in every area of the field, while remembering gaming is a serious hobby for readers of **Space Gamer/ Fantasy Gamer** - all these things will stay. Interviews with people in the industry, a Play-By-Mail section, Murphy's Rules, new product reviews, scenarios and variants will continue to appear each issue.

New features to look for are the Convention Report along with a Convention Calendar. The Convention Report is a brief write-up of a regional or national convention. The report will give the number of attendees, the size and variety of the dealer room, and a short description of the type of gaming emphasized. Readers are encouraged to contribute to the Convention Report. Use the format in this month's column as a guide.

Scanner will keep you informed of the current games, modules and supplements on the market. This page is also the place to locate game supplies and items of interest to the gamer.

Please let us know what you think of the changes and new features.

Anne F. Jaffe
Editor

CONVENTION CALENDAR

Send announcements of upcoming conventions to Convention Calendar, P.O. Box 2712, Fairfax, VA 22031. Please send announcements six months prior to the convention.

FEBRUARY 20-22, 1987
Contemplation
Columbia, MO
For information write:
Contemplation c/o Harvey Summers
MA 406 Medicine, UMC
One Hospital Dr.
Columbia, MO 65202

FEBRUARY 20-22, 1987
WisCon 11
Madison, WI
For information write:
SF3
Box 1624
Madison, WI 53701

MARCH 6-8, 1987
Con-Chord III
Los Angeles, CA
For information write:
Con-Chord III
1810 14th Street
Santa Monica, CA 90404

MARCH 20-22, 1987
LunaCon '87
Tarrytown, NY
For information write:
LunaCon '87
P.O. box 2338
New York, NY 10150

MARCH 26-29, 1987
AlternaCon
Seattle, WA
For Information write:
Norwescon's ATC
P.O. Box 24207
Seattle, WA 98124

MARCH 27, 1987
StrellarCon XII
Greensboro, NC
For information write:
Daniel Richardson
2527 Branchwater Rd.
Pleasant Garden, NC 27313

APRIL 4, 1987
Star Expo
Santa Ana, CA
For information write:
Star Expo
P.O. Box 322
36 Fashion Sq.
Santa Ana, CA 92701

APRIL 17-19, 1987
Fen Faire
New Orleans, LA
For information write:
Fen Faire
P.O. Box 740187
New Orleans, LA 70174

APRIL 17-19, 1987
EquiCon '87
Los Angeles, CA
For information write:
Equicon '87
P.O. Box 36789
Los Angeles, CA 90036

APRIL 17-19, 1987
MiniCon 22
Bloomington, MN
For information write:
Minnesota Science Fiction Society
P.O. Box 8297
Lake Street Station
Minneapolis, MN 55408

MAY 15-17, 1987
Kubla Quinze
Nashville, TN
For information write:
Ken Moore
647 Devon Dr.
Nashville, TN 37220

MAY 22-24, 1987
Dixie Trek '87
Atlanta, GA
For information write:
Dixie Trek '87
c/o L. Ogletree
810 Club Lakes Parkway
Lawrenceville, GA 30245

MAY 22-25, 1987
Costume Con 5
New Brunswick, NJ
For more information write:
Costume Con 5
c/o E.C.C.L.
24 Patton Dr.
Sayreville, NJ 08872

JUNE 5-7, 1987
LEPRECON 13
Tempe, AZ
For more information write:
P.O. Box 26665
Tempe, AZ 85282

JUNE 27-28, 1987
Readercon
Brookline, MA
For more information write:
Readercon
P.O. Box 6138
Boxton, MA 02209

JULY 3-5, 1987
MapleCon 9
Ottawa, Canada
For information write:
Maplecon 9
P.O. Box 3156, Station D
Ottawa, Ontario, Canada K1P 6H7

AUGUST 6-9, 1987
San Diego Comic Con
San Diego, CA
For information write:
San Diego Comic-Con
P.O. Box 17066
San Diego, CA 92117

SEPTEMBER 3-7, 1987
CactusCon (NASFIC 1987)
Phoenix, AZ
For information write:
P.O. Box 27201
Tempe, AZ 85282

Tell us about the last convention you attended. Use the format that follows. Mail to Convention Report, P.O. Box 2712 Fairfax, VA 22031.

Convention Write-Ups

The Summer Convention Season

A short report on three conventions attended by the staff of Space Gamer Fantasy Gamer this past summer of 1986 - Origins, GenCon, and WorldCon

LA Origins 86

by Anne Jaffe

A west coast Origins. Would it fare better that the last attempt in 1981? It certainly did. The attendance was around 4000, a nice turn out. There was plenty of gaming, both scheduled events and open gaming. Just a short walk through the lobby brought you to the dealers room, where there seemed to be a lot of customers. For those of us accustomed to conventions on the east coast, some things were different but it all seemed to work well. What was different? Event registration meant just showing up at a designated area a half hour prior to the event and signing up. There didn't seem to be a problem with more players than referees. The boardgaming events worked in a similar fashion. The type of events offered was not as limited as the pre-registration booklet seemed to indicate.

The auction was also a little different. Instead of two or three long auctions, with no breaks, there were five separate sessions of two to three hours each, with a different category for each session. This seemed to work very well; those interested in wargames could show up for wargames sessions without having to sit through twenty minutes of DRAGON issues being auctioned. The auction staff was especially appreciative of the breaks.

The last difference to remark on was the closing of the dealer room from 1:30 to 3:00. It didn't seem to hurt sales and the dealers were pleased because it gave them an opportunity to break for lunch.

The hotel accomodations were very nice, and if the LA Airport Hilton was over your budget there were more economical places within a two block walk. There was food available in the hotel restaurants and the open gaming areas. There were even drinks for sale in the gaming areas.

The folks at Diverse Talents, Inc. ran a very nice convention.

CHARLES ROBERTS AWARDS

Best 20th Century Boardgame: World In Flames, A.D.G.
Best pre-20th Century Boardgame: Pax Britannica, Victory Games
Best Wargame Magazine: The Wargamer
Best Fantasy Boardgame: Wabbit Wampage, Pacesetter
Best Roleplaying Game: DC Heroes, Mayfair Games
Best Roleplaying Module: Yellow Clearance Black Box Blues, Paranoia; West End Games.
Best Roleplaying Magazine: The Dragon, TSR
Best Amateur Magazine: VIP of Gaming, DTI

Confederation -WorldCon 86

by Anne Jaffe

The 44th World Science Fiction Convention was held in Atlanta, GA over Labor Day weekend. There was a lot going on at this convention. Panels and seminars were given from Thursday through Monday on an overwhelming variety of topics. Everything from Science Fiction trends in the 1990's to tax seminars for the freelance writer was the subject of a panel. The speakers on the panels were often well known authors and artists. Ray Bradbury participated in a discussion of dinosaurs, Michael Whelan talked about art, Marv Wolfman and

Chris Claremont spoke on comic books.

If you enjoy movies, you could have watched 20 hours a day and viewed all five of the Hugo nominees. The dealers room offered books, comic books, art, posters, jewelry, weapons, collectables, and games. The art show was large and featured well known professionals and some amateurs. Most of the art was available for auction and fetched healthy prices. The Hugo awards are the highlight of Saturday night. Bob Shaw, the toastmaster, was very amusing as he struggled to recount his life as a science fiction writer and present the awards. The winners are listed below, if you're interested. Sunday evening featured the Costume Masquerade, which is different from the people who like to wander the convention in costume. There were many fans in costume during the convention, but the Masquerade was a competitive pageant. The costumes were often spectacular, some were humerous — the Chernobyl clean-up crew that glowed in the dark, for instance, all combined to make a very entertaining evening. To round off the night there were parties in many place. The con hospitality suite was open 24 hours a day with drinks and sometimes munchies.

Another place to stop and browse was the standing exhibit where you could see previews of upcoming movie releases, and get information on different services that are of interest to the science fiction fan. A gaming room was provided; it wasn't easy to locate but dedicated gamers managed to do so. There was a **D&D** tournament that was well attended. Open gaming offered several choices: **Car Wars** and **Star Fleet Battles** games were both played.

WorldCon is definitely worth the money, if you have an opportunity to attend one.

HUGO AWARD WINNERS

Best Novel: Ender's Game by Orson Scott Card
Best Novella: 24 Views of Mt. Fuji, by Hokusai by Roger Zelazny
Best Novellette: Paladin of the Lost Hour by Harlan Ellison
Best Short Story:Fermi and Frost by Frederick Pohl
Best Non-fiction Book: Science Made Stupid by Tom Weller
Best Dramatic Presentation: Back to the Future directed by Robert Zemeckis

GENCON 19
A Roleplayer's Nirvana
by Jeff Albanese

GENCON 19, held at the MECCA complex in Milwaukee on August 14th to 17th, was everything that a roleplaying gamer could ask for. AD&D and other Roleplaying Games filled the bulk of the schedule for all four days.

This was the second year that the convention was held in the MECCA complex, which is divided up into two buildings, and are joined by a overpass, which allows the gamers to stay dry and cool in case of bad weather. The center is capable of handling up to 25,000 people, according to its staff. This was made clear by the fact that a gift show was being set-up in the Great Hall, the main dealer area of the center, which was not being used by GENCON, along with other areas of the center.

Of course, these areas will most likely be put to use when TSR hosts ORIGINS/GENCON in 1988. I will not use this forum to air out the problems that need to be fixed, but as a veteran convention manager, there's room for improvement. I am willing to lend any assistance in the running of ORIGINS.

Enough of that, let's get back to GENCON. TSR was hoping for a turnout of about 10,000, but most of the veterans of GENCON put this year's show at about 6,000, and it showed as the lines for events were smaller, and that gamers could just walk into many of the events at their starting time. Even the RPGA had more DM/GM's than players for a change, but this fact is most likely due to more judges being at the show, and Penny Petticord of the RPGA deserves a lot of the credit for that.

Even the dealer's room suffered from a lack of attendance, as about 15% of booths were either unsold or companies dropped out. I was told that it was a full house at GENCON 18, and that sales were off for many of the companies, compared to 1985. But for those with roleplaying products, such as FASA Corps's **Battletech,** West End Games Inc.'s **Ghostbusters,** they did very well.

But overall, the show was a hit, and Marti Hayes, the over-worked and under-paid convention manager, should get a round of thanks from all who attended GENCON 19, both gamer and dealer alike. She put in more hours than any normal person should, and she did a great job. GENCON 19 was better off because of her efforts, and the efforts of all of the people who worked at the show. They made sure that there was enough happening to keep the gamers happy, which is what really counts in the long run at a convention.

If you ever get the chance, attend GENCON, even as just a visitor for one day, to see that roleplaying is alive and well, regardless of the attacks on it, and to see the convention that outdraws ORIGINS. And if you are into good beer and German food, there's no place better than Milwaukee for either one of those items. I think that you will find the visit worth the time.

STRATEGICON

The people who brought you **L.A. Origins '86** now proudly present...

GAMEX 1987

The Western Regional Strategy and Adventure Gaming Convention and Exposition

GAMEX 1987 is a *complete* Game Convention, featuring 72 solid hours of tournaments, demonstrations, dealers, prizes, open gaming and *much more.*

Scheduled tournaments include some of your favorite adventure games such as Car Wars, Star Fleet Battles, Lost Worlds, Cosmic Encounter, Paranoia, Illuminati, Champions, AD&D, plus scores or other board, role-playing and computer game events.

GAMEX 1987 will be held at the Pasadena Hilton Hotel, Friday, May 22nd, through Monday, May 25th over Memorial Day Weekend. Pre-register for only $16.00 if postmarked by May 9th, 1987. Note that there are no separate charges for individual events (a STRATEGICON tradition!).

To pre-register, or for more convention information contact:

Diverse Talents, Inc.
Dept. GAMEX 1987
P.O. Box 8399
Long Beach, CA 90808
or call (213) 420-3675

Remember, your best gaming move is in Southern California!

This is the place to discover what's new in gaming products. There will be a list of scheduled releases from the manufacturers. There will also be a short write up of new products to make your gaming more enjoyable.

New Releases

Columbia Games, Inc.
Eveal, **Harn** supplement
Son of Cities, **Harn** supplement

Supremacy Games, Inc.
New rules and new cards for **Supremacy**

Fantasy Games Unlimited
The Secret in the Swamp, **Villains and Vigilantes** module
DNAgents Sourcebook, **Villains and Vigilantes** supplement

TAG Industries, Inc.
Phoenix, Children of the Nile miniatures
Wilter's End, **Midnight at the Well of Souls** module
Children of Valhalla miniatures line
Dark Horse Miniatures
Teen-age Mutant Ninja Turles, 75 mm miniatures
Groo, 75 mm miniatures

Timeline, Inc.
Prime Base, **Morrow Project** module
Atlantus Project, **Morrow Project** supplement

Ral Partha Enterprises
Bushido miniatures
Anti-Hero miniatures

Games Workshop US
Warhammer Fantasy Roleplaying
Regiments of Renown boxed miniatures

FASA Corp
Star Trek Intelligence Manual, **Star Trek Roleplaying Game** supplement
Trader Captain, **Star Trek Roleplaying Game** supplement
Galtor Campaign, **Battletech** scenario pack
Kranston's Swords Irregulars, **Battletech** supplement
Cybermen, **Dr. Who** module

Chaosium, Inc.
Hawkmoon, **Call of Cthulhu** boxed adventure
Vanishing Conjurer and *The Statue of the Sorceror*, **Call of Cthulhu** double adventure
Carse, Completely Revised fantasy roleplaying supplement

West End Games, Inc.
Kings & Things, fantasy boardgame
Hill Sector Blues, **Paranoia** adventure
Hot Rods of the Gods, **Ghostbusters** adventure

Palladium Books
Robotech the Role-Playing Game

Mayfair Games, Inc.
Beneath two Suns, Role Aids, Dray Prescott adventure
Dream Machine, **DC Heroes** adventure
H.I.V.E., **DC Heroes** adventure
Night in Gotham, **DC Heroes** adventure

Iron Crown Enterprises
Lords of the Middle-earth Vol I, **Middle-earth Role Playing** supplement
Robot Warriors, **Champions** supplement
Skyrealms of Jorune
Supplement Jorune: Ardoth

Victory Games, Inc.
For Your Eyes Only, **James Bond 007** adventure

The Companions, Inc.
The Long Patrol, **Behind Enemy Lines** adventure

Game Designers' Workshop
Armies of the Night, **Twilight: 2000** module
Traveller: 2300

CONTEST

Lou Zocchi, the inventor of the 100 sided die, is interested in compiling a book of uses and tables for your 100 sided die. He's asked the readers of Space Gamer to help. To help motivate your thinking, there are three 100 sided dice to be won. Send your ideas for tables and uses to D100 c/o the Space Gamer. We pass along all your suggestions and give away three D100 to the people having the most useful ideas on the die.

The Avalon Hill Game Co. has released a standard **RuneQuest** that includes the Player's Book, Gamemaster's Notes, Adventure Sheets, Spells Book and dice. Standard **RuneQuest** retails for $15.

The Blue Blaze Irregulars, the official Buckaroo Banzai fan club is accepting membership applications. Membership is free. All you have to do to join is send a letter to: The Banzai Institute, c/o 20th Century Fox, P.O. Box 900, Beverly Hills, CA 91213.

The Painter's Guild will paint individual figures or armies up to 48 infantry or 24 cavalry. They can even supply the figures. Fees are based on the amount of time spent on the figures with a $2.50 minimum. For more information write The Painter's Guild, 2609 Knight Ave., Rockford, IL 61103.

Steve Jackson Games has a computer bulletin board up and running. It carries news about the gaming hobby in general and Steve Jackson Games in particular. To access the bulletin board, set your modem to 300 baud, 8 bits, one stop bit and no parity. The telephone number is (512) 447-4449.

The Rivendell Bookshop, Ltd. specializes in Celtic culture. Selections are in art, history, literature, mythology, language and music. Medieval life, Arthurian legend, and Faerie are also noted. To obtain a catalog, send two stamps to Rivendell bookshop, Ltd., 109 St. Mark's Place, New York, NY 10009.

The Armory announced the formation of the Armory Wargaming Museum in Baltimore, MD. Memberships are available and entitle members to a range of services depending upon the type of membership. A newsletter, a quarterly publication, and pre-publication offering museum sponsored books are some of the benefits. For more information write the Armory Wargaming Museum, 4145 Amos Ave., Baltimore, MD 21215.

Anvil Enterprises offers full figure illustrations of your favorite characters. Anvil supplies you with an order sheet where you can list a complete description of your character. Prices range from $10 to $20. For more information write Anvil Enterprises, P.O. Box 4028, Indialantic, FL 32903.

GURPS Errata

as of 8-3-86

p. 12. Under "Reputation — People Affected," a line was omitted. If EVERYONE has heard of you, there is no modifier to the listed cost.

p. 16. If your Status is level 3 or above, pay 5 fewer character points to have a Wealth level of Wealthy or above.

p. 34. The "specializing" sidebar is actually on p. 33.

p. 48. "Bard" is a Mental/Average skill, as listed on the charts.

p. 57. ("Layering Armor" sidebar). Chainmail with no cloth padding underneath has PD 1 and DR 1 against an impaling weapon.

p. 61. (sidebar). The reference to p. 00 should read p. 57.

p. 62. Delete the "Move 5 yeards per second" line from section (1). It means nothing in this context, and we don't have any idea how it got there.

p. 66. Clarification: When you have unspent character points, ignore them for purposes of evaluating your character. Suppose your character began at 100 points, earned 30 points, and hasn't spend any yet. He's still a 100-point character — it is fair for him to go on adventures designed for 100-pointers.

Now, suppose this character spends all 30 of his points on improving his attributes. This buys him only 15 points' worth of improvements (because attributes count double if bought later). So he's now a 115-point character, and should be shown that way on his Character Sheet.

A further clarification: When you improve a skill, you must pay a number of points equal to the *difference* in cost between your current skill level and the new skill level.

p. 69. On the table of random advantages and disadvantages, a roll of a 6 or a 7 yields a result of an Odious Personal Habit.

p. 74. In the Table of Contents, Chapter 14 starts on p. 110, not p. 10.

p. 76. Sign Language communication has no default. Gesture communication does.

pp. 85 and 94. *Add to Dodge:* An animal's Dodge score is half its Move or half its DX, whichever is better. Maximum Dodge score is 8.

p. 87. A brawling parry is 2/3 of your Brawling skill, not 1/2.

p. 100. The sidebar refered to in the third paragraph from the bottom is on that same page, not p. 101.

p. 125. Total point earnings: It is suggested that no PC get more than 5 character points for ony one play session.

p. 140. An ox weighs 2500+ lbs. (A pony — a small breed of horse — DOES cost more than a normal saddle horse. It's faster and more dextrous.)

Game Designers' Workshop offers three different computer disks for the **Traveller** player. All are available only by mail and run on Apple II+, e and c with 48K DOS 3.3. *Trader* lets you haul cargo within a sector and much more. *WordGen* will generate any number of words in the major languages of **Traveller**. *Bestiary* will generate encounter tables for all 24 terrain types. For more information write Game Designers' Workshop, P.O. Box 1646, Bloomington, IL 61702.

DBE Inc., the folks who manufacture dragonbones and dragonskin, is offering bags of holding. (These bags of holding look like backpacks) Three designs are available. For more information write DBE Inc. 25 Sunhill La., Lemont, IL 60439.

Eclipse Comics announced a 4 issue mini-series in December titled Villains and Vigilantes. That's right, the game has become a comic.

Inner City Games is offering the Generic Game. For more information write Inner City Games, P.O. Box 345, Grayslake, IL 60030.

Tired of conquering worlds? Try taking over Hell. Dukes of Hell is a play by mail game by Software Doctors, Inc., P.O. Box 171 Graves end, Brooklyn, NY 11223.

The works of

GARY GYGAX

FRANK MENTZER and KIM MOHAN

are now produced by

NEW INFINITIES PRODUCTIONS ™

We're off and running, with a creative effort spearheaded by three of the most successful and well-known talents in the industry. In May 1987, NEW INFINITIES will release its first adventure role-playing game, designed by Gary, Kim, and Frank.

SPECIAL OFFER — LIMITED EDITION

The first 5,000 copies will be numbered and autographed by all three designers. These special copies are available by subscription only — at a cost less than the suggested retail price!

As a subscriber, you will receive a special booklet describing the game setting and presenting a scenario that will never be available in any other form.

To take advantage of this offer, send your name and address plus a check or money order for $12.50* ($10 for the game materials plus $2.50 for shipping and handling) to:

Limited Edition Subscription
New Infinities Productions, Inc.
Suite 2718
4343 North Clarendon
Chicago, IL 60613

Money-back guarantee: After you get your booklet, if you decide you don't want to be a subscriber, just return the booklet within 10 days of receiving it, and NEW INFINITIES will issue you a full refund.

Please allow 4-6 weeks for delivery of the booklet after receipt of your order, and 4-6 weeks for delivery of your limited-edition copy of the game after the regular edition is released to stores. One limited-edition game per customer.

**U.S. funds only; please add $5.00 for overseas orders.*

Please register me as one of the subscribers to the first role-playing game published by NEW INFINITIES. I understand that for a total price of $12.50* I will receive a special introductory booklet, plus a numbered and autographed copy of the game after it is published. (Illinois residents add 6% sales tax.)

Name _____

Address _____

_____

_____

Check method of payment: ☐ Check ☐ Money Order **U.S. funds only; please add $5.00 for overseas orders.*

Copyright 1986 New Infinities Productions, Inc. All Rights Reserved.

by Michael DeWolfe

SHIPS OF THE GALAXY

WANDERER Class Vulcan Survey Ship
United Federation of Planets

The Wanderer Class survey ship designed specially for Vulcan researchers was the first design to be introduced to all members of the Federation. Vulcan designers took great pains to make the craft the perfect mobile research facility. Despite frequent petitions by Star Fleet, the Vulcans designed one of the few ships to enter active duty without a single weapon. The craft from the first draft followed the Vulcan idealogy of non-violence.

They were not blind to the potential threats of rival nations, so they developed the warp engine, super structure, and shields to be of the best in any ship in the Federation or any other intersteller power. The warp engines can reach Warp 8 easily, the emergency warp speed of most other ships. Its shielding is greater than most war ships. The craft has ten laboratories specializing in such fields as astrophysics, zeno-biology, archealogy, minerology, genetics and other sciences. Its chronology devices are designed to keep track of both standard Federation time and ship's time to study any differences between the both during time travel. The Wanderer class has a bank of translation computers that can decipher almost any code or language in less than a minute.

The craft life support systems are made specifically for Vulcans. The air is thinner than norm, at 0.7 atmospheres. Room temperature averages on 87°F or 30°C. The gravity is set at 1.2 gee. These conditions can be easily altered for other crew compliment.

The Wanderer class has proven useful as a surveillance device on the borders of the Romulan and Klingon Empires. Its speed aids it in quick escapes. Though successful, there are no current plans to buld anymore Wanderer class survey ships.

Hull Data:
- Model Numbers — Vs I

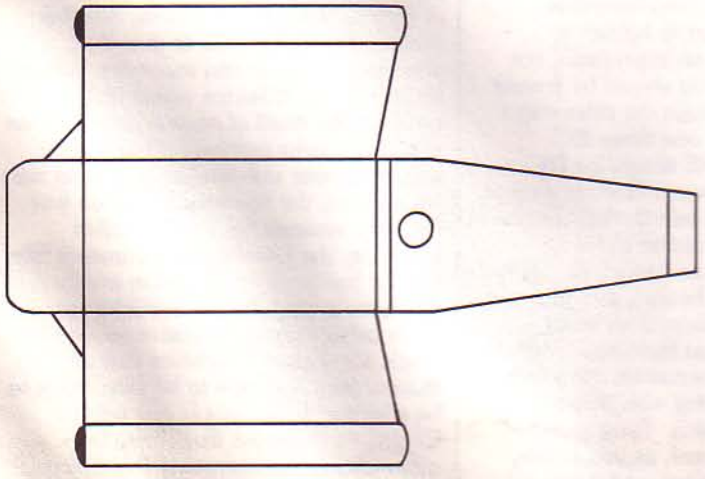
Date Entering Service — 1/8903
- Number Constructed — 45
- Size
  - Length — 180 m
  - Width — 125 m
  - Height — 30 m
  - Cargo Units — 125 000 mt

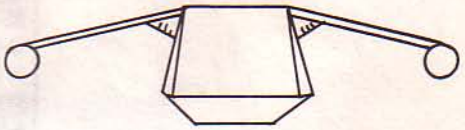
Other Data:
- Crew — 200
- Passengers — 95
- Shuttlecraft — 20
- Transporters — 1
  - 2 Standard 6-person
  - 2 emergency 22-person
  - 1 cargo

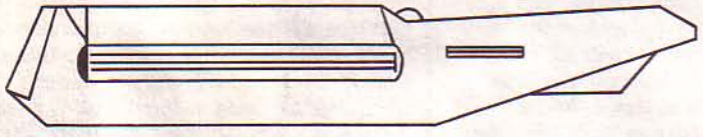
Engines and Power Data:
- Total Power Units — 45
- Movement Point Ratio — 4/1
- Warp Engine Type — FWG - 2
  - Number — 2
  - Power Units Available — 15 each
  - Stress Charts — D/F
  - Maximum Safe Cruising Speed — Warp 8
  - Emergency Speed — Warp 10
- Impulse Engine Type — FIF-2
  - Power Units Available 20

Weapons and Firing Data:
- No Weapons

Shields and Damage Control Data:
- Superstructure Points — 35
- Damage Chart — B
- Defectior Shield Type — FSP
  - Shield Point Ratio — 1/4
  - Maximum Shield Power — 16







by Matthew Lewis

Illusionists in *Champions*

The Tactics of Deception

Illusionists tend to be a rare breed. Few villains and even fewer heroes have this most underrated power. Although illusions can't break down walls, or heave Cadillacs a good city block, they should not be dismissed. A skilled illusionist can change the apparent nature of realtiy. If properly handled, a relatively weak power can leave characters doubting their sanity. Illusion is a power of subtlety and indirection. Use it to mislead, deceive and confuse rather than destroy your foe. If you accept that illusion is not a power for direct violence, you can give your friends an enormous tactical advantage and drive your foes out of their minds.

First of all, if you, as player or Gamemaster wish to run an illusionist, you should ask yourself these questions: Can I describe images quickly and concisely? Can I come up with them in the first place? If you tend to speak slowly and softly, you should probably stick with other types of characters. You should also look to building a repertoire of images. Jot down any descriptions that you hear or come across that seem effective. If you invent them yourself, so much the better. If it comes from somewhere else, try to see why it's effective. As for your own deathless prose, try to find ways to tighten it. Remember to go for an impression, not detail. I don't think you should be limited to vision either, although the rules might imply otherwise. For one times INT should affect any ONE sense, for **DC Heroes** or **Marvel Super Heroes** a single-sense illusion should gain the benefit of a couple of favorable column shifts. Hearing, taste, smell and touch can all be affected individually; hearing and touch are the easiest to isolate, then smell. Purists may argue that taste and smell are linked. But, no one perceives them that way, and when working with illusion, perception is everything. Taste generally has a tactile component, as you usually have to touch your tongue to things to taste them. Lastly you should decide how a character uses his power in and out of combat. I give you two examples of Characters who use illusion.

StarDancer has light illusions with a sound component, in terms that is a #1/2 advantage. When not in combat, she treats it like a toy, subjecting all within earshot to her taste in music, and a barrage of imagery drawn from Saturday-morning TV. In combat, she is much more subtle. A favorite general-purpose tactic is displacement. Simply put, it means making something, like herself, appear to be where it isn't. She has invisibility that can be used on others, along with the light illusions. This is very useful for avoiding massed fire and attacks affecting an area. It also comes in handy for setting up other people's attacks. Once of StarDancer's best defensive moves is replication. What she does is generate several images of herself or another person. Naturally this reduces the odds of hitting the right one considerably. She also likes to trade places. This is a great move for creating chaos in the enemy ranks as members of the opposing team start shooting each other. She accomplishes it by flying close to her victim, then exchanging images. When she's working with an established team, she can set up coordinated attacks. This is done by outlining one of the opposition, and keeping him outlined until everyone else has had a chance to pound on him.

Dr. Eidektos has a more serious approach. In combat he prefers to use naturalistic effects. For example, he will make one villain think he has been shot at by one of his fellow villains. Another illusionist might choose to give the impression that he can shoot fire from his fingertips. Dr. Eidektos would first produce the smell of natural gas, then the image of sparks coming from a nearby wall. The poor slob caught at ground zero would think the resulting explosion was perfectly reasonable. To immobilize someone, the Doctor might convince him that he has been enmeshed in another character's webbing or, he might use some other currently present souce of muck. Dr. Eidektos believes that an illusion does not have to be monstrous to be effective. When not in combat, Dr. Eidektos will use his illusions to help other characters overcome Psychological problems. This process is known to take weeks, if not months, and it is not much fun for said character. This is because Dr. Eidektos is using his Telepathy to find memories, and his illusions to alter them. This a very powerful ability, and has a great potential for abuse. Lastly, Dr. Eidektos will use his illusions to enhance his present attack. He doesn't do this in combat because he prefers to avoid attracting attention to himself at all costs. A good survival tactic for any mentalist.

Using Dr. Eidektos and StarDancer, I have touched on some of the non-combat uses for illusion. An illusionist might well practise with his talent by creating rock videos and so on. The ways you can use illusion to entertain or annoy your fellow PCs are too numerous for a complete list. Any of the standard practical jokes can be done with illusion. I leave to your hopefully fiendish imagination other possibilities. Keep it light though, and make sure that the other players are amused, even though their characters might not be. One example of the curative use of illusion was given above. Another possibility would be to use it to desensitize characters by letting them confront their fears and hatreds. I do recommend that any character doing this should have extensive training in psychiatry. An untrained character might well do more harm than good. Changing the subject, I move on to the primary function of illusion. That is, plain, straightforward deception. One standard 'bit' is disguise. With illusion it is possible for a character to disguise or conceal himself and his friends. Keeping this effect going might be a problem. First, the illusionist must concentrate or expend energy, then, a quick pat-down will reveal light-based illusions, remote surveillance equipment will uncover mental illusions. Even so, it still comes in handy for mass infiltration. Another idea is to use the disguise phenomenon to break (More like bend actually,) a recalcitrant prisoner. Let him think he's escaped and is now reporting to a superior officer. Or he can be passing along what he knows to a fellow operative. If you make him think he's dreaming, he will be less likely to notice small mistakes. This is more effective if done along with more conventional techniques (bright lights, lack of sleep and so on) because he will think that your team is just using what little torture is available to the good guys. No sweat for an agent of his calibre. Disguise is also useful for Sometimes who you are can be almost as important as what you say. When dealing with opposing or even allied groups the illusionist should try to pass himself off as a member of their in-group, or anyone else they will listen to. Given the right source, people will believe all kinds of things. Remember the 1938 broadcast of The War of the Worlds. So with these ideas to spark your imagination, you should be well equipped to cloud their minds.

Alternate Realities

by Dennis Parizek

No matter how good a campaign is, there will be times when the players temporarily grow weary of the way things work. No one wants to stop playing, you just need a change of pace. Some of my favorite change-ups involve places where the rules are different, but logically so. With this in mind, here is a partial catalog of alternate realities.

#1 — New campaign: Most often, gamers overcome the aforementioned weariness by temporarily switching to another campiagn or game. It is usually successful, but there are times when the players are still unhappy when they return to the original campaign. This is when you need a scenario that will create fresh opportunities and allow players to see their characters in a different light.

#2 — Other planes: This is the most common of the 'different' setting types. The problem is that in many planes, characters' actions are even more restricted than when they were at home. The gamemaster can counteract this by creating a distinctive plane that is rich in possibilities. To do this, make a list of the kinds of activities that the characters regularly participate in, then get suggestions from people or books for activities that are not on the list. Once you have a few of these, you can build a setting that will encourage the players to try them.

#3 — Pocket universes: Some games, like **AD&D** and **Traveller,** provide for pocket universes, but their potential is seldom explored. Why always use these extradimensional spaces just for storage, when they can provide a fascinating adventure setting? In one of my low-tech campaigns, the characters ran across a pocket world, a six-inch hemisphere that contained a flat world which they could enter and be worshipped as deities. Unlike every other idolized-by-primitives scenario, they could actually receive pseudo-divine powers, provided they kept the pocket world with them and stayed active with their worshippers. Since each day of game time equalled one year of pocket-world time, and fear of losing the worlds reached phobic levels, it eventually got to be a real drag. So, they left the thing at home and used it only to combat forces that they could not have faced otherwise. Thus, the players got a chance to do something new, and the campaign was not permanently unbalanced.

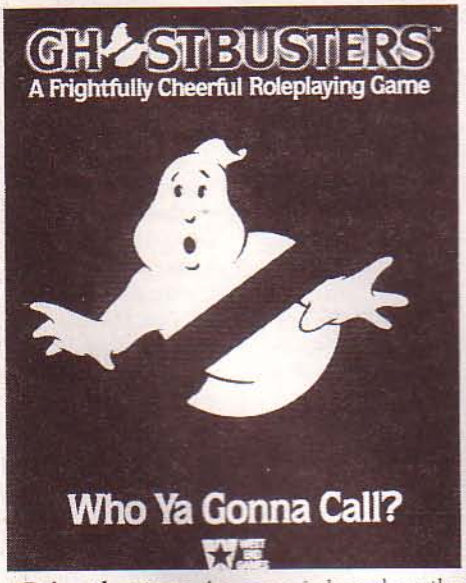
#4 — Simulators: This category includes settings that seem real, but are not physical realities. Usually involving some kind of machine or paranormal power (i.e. illusion spells), a simulator feeds sensations to the character's brain that make him feel like he is elsewhere. The best part of simulations is that they need not be as cohesive as 'real' settings are. You can change the rules whenever you like, and no one can cry foul. For example, I have a sci-fi campaign with holo-computers that can contain the complete software from thousands of brains and still give a perfect imitation of reality. Certain sections were set aside for games, and each had appropriate rules, such as magic or fantastic technology. Imagine the fun when someone learned how to set up his own rules, allowing him to commit computer crimes using spells! The PCs were called in to solve the mystery, and learned things about the computer that the authorities had never even guessed at.

#5 — Perception changers: A perception changer lets you live in the same old reality, but view it differently. Typically, this involves a drug or artifact that changes the way the brain processes information. An illustration of this happened on a planet where some primitive natives had successfully repulsed numerous colonization attemtps. No one could figure out how, until the PCs assimilated their culture, gained their trust and learned about the magic drug. This potion allows the brain to perceive new objects in terms of symbols it already understands. Thus, starships looked like dragons, blasters looked like thrown sunbeams, etc. The PCs saw the embodiment of evil, and led the attack against the colonizers. The ensuing combat was an entertaining one, especially PCs invading the innards of a large dragon, fighting demons (soldiers), breaking eggs (shuttles), and finally destroying the heart (power generators). If players look at things from a different viewpoint, their characters will take on new life.

Ghostbusters, the Roleplaying Game
Reviewed by: Terry Paul
Published by: West End Games, Inc.
Designed by: Sandy Peterson and Lynn Willis with Greg Stafford
Developed by: Ken Rolston and Martin Wixted with paul Murphy and Greg Costikyan
Price: $18.00 Rules Clarity: Excellent
Complexity Level: Introductory Graphics Quality: Good

Who Ya Gonna Play

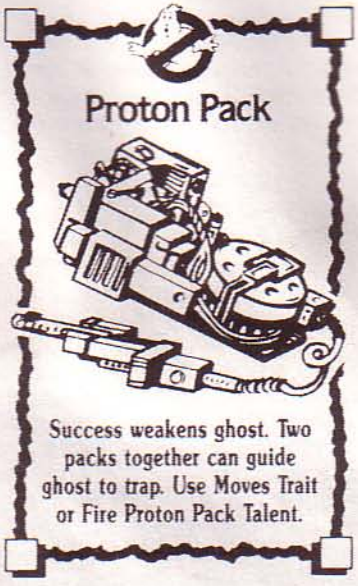
GHOSTBUSTERS™



Ghostbusters, the game is based on the hit 1984 comedy of the same name. Its game system is an innovative concept in role playing simplicity; the rules can be learned and characters generated within a half hour. The box includes two books, the 'Training Manual' for players, and 'Operations Manual' for the gamemaster, referred to in the game as 'Ghostmaster'. The game also includes five normal 6-sided dice, and a special 6-sided die with an imprint of the 'no ghosts symbol' adorning the side that the six normally occupies. Last but not least, it includes a handy sixteen page reference file, and equipment cards.

Overall, the quality of the work is high: Chaosium, designers of the game, have introduced many new concepts which speed play and increase one's roleplaying enjoyment. Unfortunately, the same rules which speed the game sacrifice reality for playability. The 'Operations Manual' is very well written and illustrated. Besides three complete scenarios for the 'Ghostmaster', there are twenty well documented suggestions for the gamemaster's use; handy hints on Ghostmastering and about thirty pages of rules. These rules cover car chases, ghost creation, movement, characters' conducting scientific research, Ghostbuster franchise operation, and several pages of pre-generated characters. The rules in the 'Operations Manual' are well written and create an interesting and humorous piece of literature.

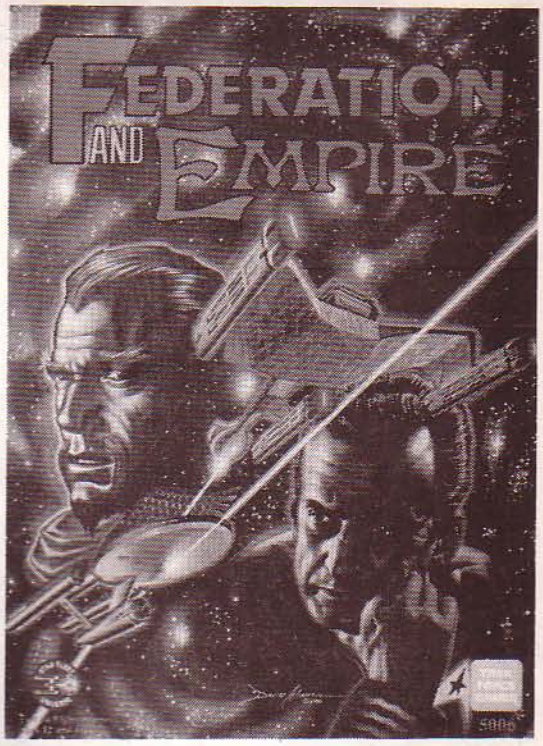
The 'Training Manual' introduces the concept of the characters owning their own franchise of 'Ghostbuster's Inc.', and outlines character generation. Characters have four Traits (Characteristics): Brains (Intelligence), Muscles (Strength), Moves (Dexterity), and Cool (Bravery/ Charisma). Players generate the scores of their Character's traits by a point allocation system. For each Trait, the player may choose one Talent. Obstacles are overcome by pitting the difficulty of the obstacles value versus the value of the trait and succeeding with the required dice roll. Talents give a bonus to the dice rolled when the talent is appropriate. There is a large contrast between the quality of the 'Operations Manual' and the 'Training Manual'. Whilst both are fairly well written, the 'Training Manual' seems to constantly struggle too hard to be humorous. The margins of the 'Training Manual' are cluttered with 'witty' quips which are too juvenile and cutesy to stomach, and are often out of character.



Ghostbusters, the Roleplaying Game is an all round quality product which is fun to read and even more fun to play and it is indeed well worth the price of purchase.

" The Galaxy must be ours!"

— Kavek IV, Klingon Emperor



Battle for the Galaxy! Two gigantic powerblocks battle for galactic supremacy. Led by the Klingon Warlords, a Coalition pushes all other races into a fight for survival. Can the Federation-led alliance halt the Klingon-led war machine before the Galaxy is lost?

Federation and Empire brings you the Galactic War that created the battles you've played with *Star Fleet Battles.* Fully playable without *Star Fleet Battles,* it recreates "The General War" at a strategic level. Yet *Federation and Empire* is also the ultimate *Star Fleet Battles* campaign system.

With *Federation and Empire,* supreme command awaits you in the battle for galactic supremacy.

Game design by Stephen V. Cole and the Amarillo Design Bureau.

Produced under license from Franz Joseph Designs, authors of the *Star Fleet Technical Manual.*

From: Task Force Games,
1110 N. Fillmore, Amarillo TX 79107

STAR FLEET UNIVERSE

TASK FORCE GAMES™

The Best Mini-Solo-Adventure of all Time

***Are you tired of getting thoroughly hosed by your* Paranoia *gamemaster? Are you repulsed by his pimply face sneering over the GM's screen as yet another clone gets blown to smithereens? Well, you don't have to put up with it any more because now you can hose yourself with this brand new* Paranoia *mini-solo-adventure. However, none of this is as important as the fact that this is one of the ONLY* Paranoia *Mini-Solo-Adventures ever published, and so it can truthfully be called* ONE OF THE BEST PARANOIA MINI-SOLO-ADVENTURES EVER PUBLISHED.**

***Furthermore, it is the WINNER of the Wholly bogus* Designer's Choice Award* *for* BEST MINI-SOLO-ADVENTURE OF ALL TIME!**

So buy this magazine and play it soon.

** Space Gamer, as with any other reputable organization, does not endorse the wholly bogus Designer's Choice Awards in any way.*

By Sam Shirley

WARNING

This solo adventure uses the rules from West End, Inc.'s* Paranoia *game. It would help if you were familiar enough with them to know where to find things. You should know how the combat system works before you start playing because that isn't a topic you'd want to get into unprepared. You will also need a pair of percentile dice and a twenty sided die.

How to Play

Start Philo-R-DMD 1 (look below) at paragraph -1-. Read through the paragraph and choose the least dangerous option. Continue doing this until you win. At times you will use a skill or engage in combat and will be sent to a paragraph depending on the outcome. These sections are self explanatory.

How to Die

Philo-R-DMD will die at times during the adventure. When this happens start the new clone where you are instructed. The new Philo-R will usually have to retrace some of the old Philo-R's path; hopefully he won't make the same mistakes as his predecessor.

How to Win

Simply complete the mission before you expend all six clones. If you make it, congratulations. If not, you can try again later.

Now Here's the Big Warning:

Don't go browsing through this adventure before or during play. Reading paragraphs out of order is a treasonous act punishable by immediate execution. I'll know if you do.

Start Here

1 You wake up face down on the red and pink checked E-Z Clean linolium floor. You recognize the pattern, it's the type preferred in the internal security briefing cells. When you finally look around you see that you are alone in a large mission briefing room. Go to -57-.

2 "Greetings," says the kindly Internal security self incrimination expert who meets you at the door, "How are we doing today?" He offers you a doughnut and coffee and asks what brings you here. This doesn't seem so bad, so you tell him that you have come to confess some possible security lapses. He smiles knowingly, deftly catching your coffee as you slump to the floor. "Nothing to be alarmed about; it's just the truth serum," he says, dragging you back into a discussion room.

The next five hours are a dim haze, but you can recall snatches of conversation about your secret society, your mutant power, and your somewhat paranoid distrust of The Computer. This should explain why you are hogtied and moving slowly down the conveyer belt toward a meat processing unit in Food Services. If you came here at the computer's request then start your next clone at -45-, otherwise start your next clone at -32-.

3 You walk to the nearest Computer terminal and request more information about Christmas. The computer says, "That is an A-1 ULTRAVIOLET ONLY IMMEDIATE TERMINATION classified topic. What is your clearance please, Troubleshooter?" If you wish to give your correct clearance go to -4-, if you lie and claim you are an Ultraviolet then go to -5-.

4 "That is classified information Troubleshooter, thank you for your inquiry. Please report to an Internal Security self incrimination station as soon as possible." Go to -9-.

5 The computer says, "Troubleshooter, you are not wearing the correct color uniform. You must put on an Ultraviolet uniform immediately. Seen to your needs and ordered one already; it will be here shortly. Please wait with your back to the wall until it arrives." In less than a minute an infrared arrives carrying a white bundle. He asks you to sign for it, then hands it to you and stands back well outside of a fragmentation grenade's blast radius.
If you open the package and put on the uniform then go to 6.
If you finally come to your senses and run for it, go to 7.

6 The uniform definitely makes you look snappy and pert. It really looks impressive, and even has the new lopsided lapel fashion that you admire so much. What's more, citizens of all ranks come to obsequious attention as you walk past. This isn't so bad being an Ultraviolet. You could probably come to like it, given time.

The beeping computer terminal interrupts your musings. Go to -8-.

7 The corridor lights dim and are replaced by red battle lamps as the Security Breach alarms howl all around you. You run headlong down the corridor and desperately windmill around a corner, only to collide with a squad of 12 Blue clearance Vulture squadron soldiers. "Stop Slime Face," shouts the commander, "or there won't be enough of you left for a tissue sample."

The Character: Philo-R- DMD 1

Primary Attributes		Secondary Attributes	
Strength	13	Carrying Capacity	30
Endurance	15	Damage Bonus	0
Agility	13	Macho Bonus	-1
Manual Dexterity	15	Melee Bonus	+5%
Moxie	13	Aimed Weapon Bonus	+10%
Chutzpah	8	Comprehension Bonus	+4%
Mechanical Aptitude	14	Believability Bonus	$5%
Power Index	10	Repair Bonus	+5%

Credits: 160
Service Group: Power Services
Secret Society: Illuminati
Secret Society Rank: 1
Mutant Power: Precognition
Weapon: laser pistol; to hit, 40%; type, L; Range, 50 m; Reload, 6r; Malfnt, 00
Skills: Basics 1 (20%), Aimed Weapon Cmbt 2 (35%), Laser 3 (40%), Personal Development 1 (20%), Communications 2 (29%), Intimidation 3 (34%).
Equipment: Red Reflec Armor, Laser Pistol, Laser Barrel (red), Notebook & Stylus, Knife, Com Unit 1, Secret Illuminati Eye-In-The-Pyramid™ Decoder Ring, Jump Suit, Utility Belt & Pouches.

"All right soldiers, stuff the greasy traitor into the uniform," he orders, waving the business end of his blue laser scant inches from your nose. With his other hand he shakes open a white bundle to reveal a pristine new Ultraviolet citizen's uniform.

One of the Vulture squadron Troubleshooters grabs you by the neck in the exotic and very painful Vulture Clamp™ death grip (you saw a special about it on the Teela O'Malley show), while the rest tear off your clothes and force you into the Ultraviolet uniform. The moment you are dressed they step clear and stand at attention.

"Thank you for your cooperation, sir," says the steely eyed leader of the Vulture Squad. "We will be going about our business now." With perfect timing the Vultures wheel smartly about and goosestep down the corridor.

Special Note: don't make the mistake of assuming that your skills have improved any because of the uniform; you're only a Red Troubleshooter traitorously posing as an Ultraviolet, and don't you forget it.

Suddenly, a computer terminal comes to life beside you.

Go to -8-.

8 "Now about your question, citizen. Christmas was an old world marketing ploy to induce lower clearance citizens to purchase vast quantities of goods, thus accumulating a large amount of credits under the control of a single class of citizen known as Retailers. The strategy used is to imply that all good citizens give gifts during Christmas, thus if one wishes to be a valuable member of society one must also give gifts during Christmas. More valuable gifts make one a more valuable member, and thus did the retailers come to control a disproportionate amount of the currency. In this way Christmas eventually caused the collapse of the old world. Understandably, Christmas has been declared a treasonous practice in Alpha Complex. Thank you for your inquiry."

You continue on your way to GDH7-beta. Go to -10-.

9 As you walk toward the tubecar that will take you to GDH7-beta, you pass one of the bright blue and orange Internal Security self incrimination stations. Inside, you can see an IS agent cheerfully greet an infrared citizen and then lead him at gunpoint into one of the rubber lined discussion rooms.

If you do as The Computer has ordered and stop here to chat, go to -2-, otherwise just continue blithely on to -10-.

10 You stroll briskly down the corridor, up a ladder, across an unrailed catwalk, under a perilously swinging blast door in urgent need of repair, and into tubecar grand central. This is the bustling hub of Alpha Complex tubecar transportation. Before you spreads a spaghetti maze of magnalift tube tracks and linear accelerators. You bravely study the specially enhanced 3-D tube route map; you wouldn't be the first Troubleshooter to take a fast tube ride to nowhere.

Before you board you realize this may be your last chance to ask The Computer about Christmas. If you haven't managed to get any information yet and would like to try, then go to -3-. If you bravely go ahead and board a tubecar, then roll 2d10 under your moxie. On a successful roll you take the purple line; go to -13-. If you fail then you get on the brown line; go to -48-.

11 The printing on the folder says "Experimental Self Briefing." You open it and begin to read the following:

Step 1: Compel the briefing subject to attend the briefing

Note: See Experimental Briefing Sub Form Indigo-WY-2, 'Experimental Self Briefing Subject Acquisition Through The Use Of Neurotoxin Room Foggers.'

Step 2: Inform the briefing subject that the briefing has begun. ATTENTION:

Step 1: Compel the briefing subject to attend the briefing.
Note: See Experimental Briefing Sub Form Indigo-WY-2, 'Experimental Self Briefing Subject Axquisition Through The Use Of Neurotoxin Room Foggers.'

Step 2: Inform the briefing subject that the briefing has begun. ATTENTION: THE BRIEFING HAS BEGUN.

Step 3: Present the briefing material to the briefing subject.
GREETINGS TROUBLESHOOTER. YOU HAVE BEEN SPECIALLY SELECTED TO SINGLEHANDEDLY WIPE OUT A DEN OF TRAITOROUS CHRISTMAS ACTIVITY. YOUR MISSION IS TO GO TO GOODS DISTRIBUTION HALL 7-BETA AND ASSESS ANY CHRISTMAS ACTIVITY YOU FIND THERE. YOU ARE TO INFILTRATE THESE CHRISTMAS CELEBRANTS, LOCATE THEIR RING LEADER, AN UNKNOWN MASTER RETAILER, AND BRING HIM BACK FOR EXECUTION AND TRIAL. THANK YOU. THE COMPUTER IS YOUR FRIEND.

Step 4: Sign the briefing subject's briefing release form to indicate that the briefing subject has completed the briefing. ATTENTION: PLEASE SIGN YOUR BRIEFING RELEASE FORM.

Step 5: Terminate the briefing ATTENTION: THE BRIEFING IS TERMINATED.

You walk to the door and hold your signed briefing release form up to the plexiglass window. A guard scrutinizes it for a moment and then slides back the megabolts holding the door shut. You are now free to continue with the mission. If you want to request more information on Christmas, go to -3-. To continue to Goods Distribution Hall 7-beta go to -10-.

12 You walk up to the door and push the button labeled "push to exit." Within seconds a surly looking guard shoves his face into the small plexiglass window. You can see his mouth forming words but you can't hear any of them. You just stare at him blankly for a few moments until he points down to a speaker on your side of the door. When you put your ear to it you can barely hear him say, "Let's see your briefing release form, bud. You aren't getting out of here without it."

The way it stands now you have two choices; you can sit down at the table and read the Orange packet (-11-), or you can stare around the room some more (-57-).

13 You step into the shiny plasteel tubecar, wondering why the shape has always reminded you of bullets. The car shoots forward the instant your feet touch the slippery grey floor, pinning you immobile against the back wall as the tubecar careens toward GDH7-beta. Your only solace is the

knowledge that it could be worse, much worse.

Before too long the car comes to a stop. You can see signs for GDH7-beta through the window. With a little practice you discover that you can crawl to the door and pull open the latch. Go to -14

14 You manage to pull yourself out of the tubecar and look around. Before you is one of the most confusing things you have ever seen, a hallway that is simultaneously both red and green clearance. If this is the result of Christmas then it's easy to see the evils inherent in its practice.

You are in the heart of a large goods distribution center. You can see all about you evidence of traitorous secret society Christmas celebration; rubber faced robots whiz back and forth selling toys to holiday shoppers, simul-plast wreaths hang from every light fixture, while ahead in the shadows is a citizen wearing a huge red synthetic flower. Go to -22-.

15 You are set upon by a runty robot with a queer looking face and two pointy rubber ears poking from beneath a tattered cap. "Hey mister," it says, "you done all your last minute Christmas shopping? I got some real neat junk here. You don't wanna miss the big day tomorrow, if you know what I mean."

The robot opens its bag to show you a pile of shoddy Troubleshooter dolls. It reaches in and pulls out one of them. "Look, these Action Troubleshooter™ dolls are the neatest thing. This one's got movable arms and when you squeeze his little rifle squirts realistic looking napalm. It's only 50 credits. Oh yeah, Merry Christmas." If you buy the doll then go to -16-. If you shoot the robot, go to -17-. If you want to be boring and just leave then go to -22-.

16 The doll is a good buy for fifty credits; it will make a fine Christmas present for one of your friends. After the sale the robot rolls away. You can use the doll later in combat. It works just like a cone rifle firing napalm, except on a roll of 70 or higher it blows the user to smithereens. But don't let that stop you. Go to -22-.

17 You whip out your laser and shoot the robot, but not before it squeezes the toy at you. The elfbot has a 25% skill with squeeze toys, the squeeze toy does the same attack as a cone rifle firing napalm, and the elfbot's armor has no effect against your laser. Go ahead and play out the combat, it'll be fun.

After two rounds the squeeze toy malfunctions and blows the elfbot to smithereens. If the bot kills you before then, start the next clone at -45-, otherwise you explore a bit more and go to -22-. If you can't walk then lay around until you get better.

18 You walk to the center of the hall, ogling like an infrared fresh from the clone vats. Towering before you is the most unearthly thing you have ever seen, a green multi armed mutant horror hulking 15 feet above your head. Its skeletal body is draped with hundreds of metallic strips (probably to negate the effects of some insidious mutant power), and the entire hideous creature is wrapped in a thousand blinking hazard lights. It's times like this when you wish you'd had some training for this job.

Luckily the creature doesn't take notice of you but stands unmoving, as though waiting a summons from its dark lord, the master retailer. WHAM, suddenly you are struck from behind. Roll 2d10 under your Agility. If you make it then go to -19-, otherwise go to -20-.

19 Quickly you regain your balance, whirl and fire your laser into the Ultraviolet citizen behind you. For a moment your heart leaps to your throat, then you realize that he is indeed dead and you will be the only one filling a report on this incident. Besides, he was participating in this traitorous Christmas shopping, as is evident from the rain of shoddy toys falling all around you. Another valorous deed done in the service of The Computer. Go to -22-.

20 Oh no! you can't keep your balance. You're falling, falling head first into the Christmas beast's gaping maw. It's a valiant struggle; you think you are gone when its poisonous needles dig into your flesh, but with a heroic effort you jerk a string of lights free and jam the live wires into the creature's spine. The Christmas beast topples to the ground and begins to burn, filling the area with a thick acrid smoke. It takes you only a moment to compose yourself, and then you are ready to continue your search for the master retailer.

Go to -22-.

21 Suddenly a large florescent sign pops up from the ground. It reads "SCENARIO THIS WAY" and points off between two rows of caroling elfbots. If you follow the sign then go to -29-, otherwise go to -22-.

22 You are searching Goods Distribution Hall 7-beta. Roll 1d4. On a 1, go to -18-; 2, go to -15-; 3, go to -21-; 4, go to -29-.

23 You go the the nearest computer terminal and declare yourself a mutant. Now, I understand that according to the Player Handbook you should only be forced to register as a mutant and wear some silly stripe or something, but if things always went as you expected them to then this wouldn't really be **Paranoia**, right? Besides, you have to learn not to believe everything you read. Consider this a service.

"A mutant, he's a mutant," yells a previously unnoticed infrared who had been looking over your shoulder. You easily gun him down, but not before a dozen more citizens take notice and aim their weapons at you. If you want to tell them that it was really only a bad joke then go to -28-. If you want to fight it out, one against twelve, then go to -24-.

24 Golly, I never expected someone to pick this. I haven't even designed the 12 citizens who are going to make a sponge out of you. Tell you what, I'll give you a second chance; if you want to change your mind and say it was only a bad joke, then go to -28-. If you REALLY want to shoot it out, then go to -25-.

25 Boy, you really can't take a hint. They're closing in. Their trigger fingers are twitching. they're about to shoot. This is your last chance. Are you going to tell them it was all just a bad joke (-28-), or are you going to shoot (-26-)?

26 You can read the cold, sober hatred in their eyes (They really didn't think it was funny), as they tighten the circle around you. One of them shoves a blaster up your nose, but that doesn't hurt as much as the multi-gigawatt carbonium tipped food drill in the small of your back. You can accept the obvious and start your next clone at -32-, or you can stubbornly play out the combat.

To make things simple, lets just say that your opponents are armed with 11 blasters and a single gigawatt carbonium tipped food drill, which does damage amazingly similar to a blaster. We'll give each a total skill of 50 with their weapons, and as a handicap I'll say they don't have

any armor or macho bonus.

Now, for the first round of combat, roll for each of their attacks on you. Assess the damage, and if you are still alive and not stunned, roll for your laser attack on one of them. Repeat this process until either you are dead or they are all dead. If you die, start your next clone at -32-. If you kill all of them, go to -27-.

27 I've seen dice cheats before but this is ridiculous. How could you possibly survive that combat? You're either not playing this in the proper spirit or you're just browsing through the paragraphs. In either case I don't feel obliged to tell you where to go next. You got yourself into this paragraph, let's see if you can get yourself out.

28 They don't think it's funny. Go to -26-.

29 "Psst, hey citizen, come here. Psssfft," you hear. When you peer around you can see someone's dim outline in the shadows. "I got some information on the master retailer. It'll only cost you 30 psst credits." If you pay the 30 credits for the info then go to -30-. If you would rather threaten him for the information then go to -31-. If you ignore him and walk away then go to -22-.

30 You step into the shadows and offer the man thirty credit bill. "Just drop it on the ground," he says. "So you're looking for the master retailer, pssfft? I've seen him, he's a fat man in a fuzzy red and white jumpsuit. They say he's a high programmer with no respect for proper security. If you want to find him then pffsst step behind me and go through the door."

Behind the man is a reinforced plasteel blast door. The center of it has been buckled toward you in a manner you only saw once before when you were field testing the rocket assist plasma slingshot (you found it easily portable but prone to misfire). Luckily it isn't buckled too far for you to make out the warning sign.

WARNING!! Don't open this door or the same thing will happen to you. Opening this door is a capital offense. Do not do it. Not at all. This is not a joke.

If you want to use your Precognition mutant power to determine if it is safe to step through the door, then go to -56-. If you open the door and step through without testing the waters first then go to -33-. If you decide against it and go looking for more information, then go to 22-.

31 Like any good troubleshooter you make the least expensive decision and threaten him for the information. With lightning like reflexes you whip out your laser and stick it up his nose. "Talk, you traitorous Christmas celebrator, or who nose what will happen to you, yuk yuk." you pun menacingly, and then you notice something is very wrong. He doesn't have a nose. As a matter of fact he's made of one eighth inch cardboard and your laser is sticking through the other side of his head.

"Are you going to pay?" says his mouth speaker, "or are you going to pssfft go away stupid?"

If you pay the 30 credits go to -30-. If you pssfft go away stupid then go to -22-.

32 Finally it's your big chance to prove you're as good a Troubleshooter as your previous clone. You walk briskly to mission briefing and pick up your previous clone's personal effects and notepad. After reviewing the notes you know what has to be done. You catch the purple line to Goods Distribution Hall 7-beta and begin to search for the blast door. Go to -21-.

33 You release the megabolts on the blast door, then strain against it with your awesome strength. Slowly the door creaks open. You bravely leap through the opening and smack your head into the barrel of a 300 mm 'ultra shock' class plasma cannon. It's dark in the barrel now, but just before your head got stuck you can remember seeing a group of technicians anxiously watch you leap into the room.

If your current clone is wearing the Ultraviolet uniform then go to -35-, otherwise go to -36-.

34 Solution to the solo-adventure: WARNING: Ultraviolet Clearance **Only**. DO NOT READ

Memo from Chico-U-MRX4 to Harpo-U-MRX5

The planned takeover of the Troubleshooter Training Course goes well, Comrade. Once we have trained the unwitting bourgeois troubleshooters to work as communist dupes, the overthrow of Alpha Complex will be unstoppable. My survey of the complex has convinced me that no one suspects a thing; soon it will be too late for them to oppose the revolution.

The only thing that could possibly impede the people's revolution would be someone alerting The Computer to our plans (for instance, some enterprising Troubleshooter could tell The Computer that the communists have liberated the Troubleshooter Training Course and plan to use it as a jumping off point from which to undermine the stability of all Alpha complex), but as we both know, the capitalistic Troubleshooters would never serve the interests of the proletariat above their own bourgeois desires.

P.S. I'm doing some Christmas shopping later today. Would you like me to pick you up something?

When you put down the memo you are overcome by that strange deja'vu again. You see yourself talking privately with The Computer. You are telling it all about the communist's plan, and then the scene shifts and you see yourself showered with awards for foiling the insidious communist plot to take over the complex. Mark off three points from your Power Index.

Now that you have read the memo go to -58-.

35 "Oh master," you hear through the gun barrel, "where have you been? It is time for the great Christmas gifting ceremony. You had better hurry and get the costume on or the trainee may begin to suspect." For the second time today you are forced to wear attire not of your choosing. They zip the suit to your chin just as you hear gunfire erupt behind you. "Oh no! Who left the door open? The commies will get in. Quick, fire the plasma cannon or we're all doomed."

"Too late you capitalist swine, the people's revolutionary strike force claims this cannon for the proletariat's valiant struggle against oppression. Take that you running dog imperialist lackey. ZAP, KAPOW."

Just when you think things couldn't get worse, "Aha, look what we have here, the master retailer himself with his head caught in his own cannon. His death will serve as a symbol of freedom for all Alpha Complex. Fire the cannon." Start the next clone at -32-.

36 "Congratulations Troubleshooter, you have successfully found the lair of the master retailer and completed the Troubleshooter Training Course test mission," a muffled voice tells you through the barrel. "Once we dislodge your head from the barrel of the 'Ultra Shock' plasma cannon you can begin with the training seminars, the first

of which will concern the 100% accurate identification and elimination of unregistered mutants. If you have any objections please voice them now." If you want to voice an objection then go to -32-. After they dislodge you you can go to a computer terminal and register yourself as a mutant. If you do so then go to -23-. If you continue to the unregistered mutant identification and elimination seminar then go to -37-.

37 "Come with me please, Troubleshooter," says the Green clearance technician after he has dislodged your head from the cannon. "You have been participating in the Troubleshooter Training Course since you got off the tube car in GDH7-beta," he explains as he leads you down a corridor. "The entire Christmas assignment was a test mission to assess your current level of training. You didn't do so well. We're going to start at the beginning with the other student."

"Ah, here we are, the mutant identification and elimination lecture." He shows you into a vast lecture hall filled with empty seats. There is only one other student here, a Troubleshooter near the front row playing with his Action Troubleshooter™ figure. "Find a seat and I will begin," says the instructor. Go to -38-.

38 "I am Plato-B-PHI3, head of mutant propaganda here at the training course. If you have any questions about mutants please come to me. Today I will be talking about mutant detection. Detecting mutants is very easy. One simply watches for certain tell tale signs, such as the green scaly skin, the third arm growing from the forehead, or other similar disfigurements so common with their kind. There are, however, a few rare specimens that show no outward sign of their treason. This has been a significant problem, so our researchers have been working on a solution."

"I would like a volunteer to test this device," he says, holding up a ray gun looking thing. "It is a mutant detection ray. This little button detects for mutants, and this big button stuns them once they are discovered. Who would like to volunteer for a test?"

The Troubleshooter down front squirms deeper into his chair. If you volunteer, go to -39-, if you would rather duck behind a chair and hope the instructor doesn't notice you then go to -40-.

39 You bravely volunteer to test the mutant detection gun. You stand up and walk down the steps to the podium, passing a very relieved Troubleshooter along the way. When you reach the podium Plato-B-PHI hands you the mutant detection gun and says, "Here, aim the gun at that Troubleshooter and push the small button. If you see a purple light, stun him" Grasping the opportunity to prove your worth to The Computer, you fire the mutant detection ray at the Troubleshooter. A brilliant purple nimbus instantly surrounds his body. You slip your finger to the large stun button and he falls writhing to the floor.

"Good shot," says the instructor as you hand him the mutant detection gun, "I'll see that you get a commendation for this.

OUT TIME DAYS

Ever want to be a character in the books you've read? Or help rewrite some of the chapters? Here's your chance! You are a Time Traveler thrust into a world that you know little about, using all of your skills and contacts to make alliances with the inhabitants, watching out for spies, assassins, false rumors, and those Time Travelers who have chosen to join one of the 'other' sides. Of course, you will have your ever-loyal band of followers to help guide you through this new world. With the right information and some good timing, you can change history to your benefit.

OTD is a role-playing game played through the mail. To begin writing your part of the story, send $15 for a rulebook, start-up, and first five turns (or $2 for just the rules) to:
TWIN ENGINE GAMING, 3254 Maple Leaf Ct., Dept. 710, San Jose, CA 95121

It seems you have the hang of mutant detection and elimination. You can go on to the secret society infiltration class. I'll see that the little mutie gets packaged for tomorrow's mutant dissection class." Go to -41-.

40 You breathe a sigh of relief as Plato-B-PHI picks on the other Troubleshooter. "You down here in the front," says the instructor pointing at the other Troubleshooter, "you'll make a good volunteer. Please step forward." The Troubleshooter looks around with a 'who me?' expression on his face, but since he is the only one visible in the audience he figures his number is up. He walks down to the podium clutching his Action Troubleshooter™ doll before him like a weapon. "Here,"says Plat-B-PHI, "take the mutant detection ray and point it at the audience. If there are any mutants out there we'll know soon enough."

Suddenly your skin prickles with static electricity as a bright purple nimbus surrounds your body. "Ha Ha, got one," says the instructor. "Stun him before he gets away." It's time to shoot it out with the other Troubleshooter. He is wearing Red reflec armor, has no macho bonus, and is firing a stun gun with a 30% skill. If he wins then go to -49-. If you win go to -50-.

41 You stumble down the hallway of the Troubleshooter Training Course looking for your next class. Up ahead you see one of the instructors waving to you. When you get there he shakes your hand and says, "I am Jung-I-PSY. Welcome to the secret society infiltration seminar. I hope you..." You don't catch the rest of his greeting because you're paying too much attention to his handshake; it is the strangest thing that has ever been done to your hand, sort of how it would feel if you put a neuro whip in a high energy palm massage unit.

It doesn't take you long to learn what he is up to; you feel him briefly shake your hand with the secret Illuminati handshake. If you respond with the proper Illuminati code phrase, "Ewige Blumenkraft," go to -42-, if you ignore this secret society contact then go to -43-.

42 "Aha, so you are a member of the elitist Illuminati secret society," he says loudly, "that is most interesting." He turns to the large class already seated in the audirotium and says, "You see class, by simply using the correct hand shake you can identify the member of any secret society. Please keep your weapons trained on him while I call a guard."

At this point your options are; run for it with all 300 weapons pointed at you (-51-), or wait for the guard to arrive (-52-).

43 You sit through a long course on how to recognize and infiltrate secret societies, with an emphasis on mimicking secret handshakes. The basic theory, which you realize to be sound from your Illuminati trainings, is that with the proper handshake you can pass unnoticed in any secret society gathering. What's more, the proper handshake will open doors faster than an 'ultra shock' plasma cannon. You are certain that with the information you learn here you will easily be promoted to the next level of your Illuminati secret society. The lecture continues for three hours, during which you have the opportunity to practice many different handshakes.

Afterwards everyone is directed to attend the graduation ceremony. Before you must go you have a little time to talk to The Computer about, you know, certain topics. If you do so go to -44-. If you want to go on to the graduation ceremony then go to -55-.

44 You walk down to a semi-secluded of the training course complex and activate a computer terminal. "AT YOUR SERVICE" reads the computer screen.

If you want to register yourself as a mutant go to -23-. If you want to chat about the commies with the computer, go to -46-. If you decide this isn't where you want to be then return to -43- and pick something else.

45 "Hrank Hrank," snorts the alarms in your living quarters. Something is up. You look at the monitor above the bathroom mirror and see the message you have been waiting for all these years.

"ATTENTION TROUBLESHOOTER, YOU ARE BEING ACTIVATED. PLEASE REPORT IMMEDIATELY TO MISSION ASSIGNMENT ROOM A17-GAMMA/LB22. THANK YOU. THE COMPUTER IS YOUR FRIEND."

When you arrive at mission assignment room A17-gamma/LB22 you are given your previous clone's remaining possessions and notebook. You puzzle through your predecessor's cryptic notes, managing to decipher enough to lead you to the tube station and the tube car to GDH7-beta. Go to -10-.

46 "Why do you ask about the communists, Troubleshooter? It is not in the interest of your continued survival to be asking about such topics," says the Computer If you still insist on talking about the communists, then go to -53-. If you change the subject, go to -54-.

47 Congratulations, you win the game. The Computer orders the entire Vulture squadron to terminate the Troubleshooter Training Course. Unfortunately you too are terminated for possessing classified information.

Don't act so innocent, we both know that you were browsing through this solo adventure and reading certain parts our of order. I warned you that was a treasonous act at the very beginning. Don't look to me for sympathy.

The End

48 The tubecar shoots forward as you enter, slamming you back into a pile of garbage. The front end rotates upward and you, the garbage and the garbage disposal car shoot straight up out of Alpha Complex. One of the last things you see is a small blue sphere slowly dwindling behind you. After you fail to report in your next clone is sent to complete the mission. Go to -45-.

49 The Instructor drags your inert body into a specimen detainment cage. "He'll make a good subject for tomorrow's mutant dissection class," you hear. Start the next clone at -32-.

50 You put down the other Troubleshooter, and then wisely decide to drill a few holes in the instructor as well; the only good witness is a dead witness. You continue with the training course. Go to -41-.

51 You run for it, but you don't run far. Three hundred strange and exotic weapons turn you into a freeze dried cloud of soot. Start the next clone at -32-.

52 You wisely wait until the instructor returns with a Blue Internal Security guard. The guard leads you to an Internal Security self incrimination station. Go to -2-.

53 If you talk with the computer about the commies who have infiltrated the Troubleshooter Training Course and the impending

people's revolution in Alpha Complex, the go to -47. If you would rather talk about something less dangerous then go to -54-.

54 "Do not try to change the subject, Troubleshooter," says the computer. "It is a serious crime to ask about the communists. You will be terminated immediately. Thank you for your inquiry. The Computer is your friend."

Steel bars drop to your left and right, trapping you here in the hallway. A spotlight beams from the computer console to brilliantly illuminate you while the speaker above your head rapidly repeats "Traitor, Traitor, Traitor." It doesn't take long for a few guards to notice your predicament and come to finish you off. Start the next clone at -32-.

55 You and 300 other excited graduates are marched from the lecture hall and into a large auditorium for the graduation exercise. The auditorium is extravagantly decorated in the colors of the graduating class. Great red and green plasti-paper ribbons drape from the walls, while a huge sign reading "Congratulations class of GDH7-beta-203.44/A" hangs from the raised stage down front.

Once everyone finds a seat the ceremony begins. Jung-I-PSY is the first to speak, "Congratulation students, you have successfully survived the Troubleshooter Training Course. It always brings me great pride to address the graduating class, for I know, as I am sure you do too, that you are now qualified for the most perilous missions The Computer may select for you. The thanks is not owed to us of the teaching staff, but to all of you, who have persevered and graduated. Good luck and die trying."

Then the instructor begins reading of the names of the students who one by one walk to the front of the auditorium and receive their diplomas. Soon it is your turn, "Philo-R-DMD, graduating a master of mutant identification and secret society infiltration." You walk up and receive your diploma from Plato-B-PHI, then return to your seat.

There is another speech after the diplomas are handed out, but it is cut short by rapid fire laser bursts from the high spirited graduating class. You are free to return to the barracks to wait, trained and fully qualified, for your next mission. You also get that cherished promotion from the Illuminati secret society. In a week you receive a detailed Training Course bill totaling 1,523 credits.

-The End-

56 Mark off two points from your Power Index. That familiar strange feeling of deja'vu envelops you again. It is hard to say, but whatever is on the other side of the door does not seem to be intended for you. If you open the door and step through then go to -33-. If you decide against it and go looking for more information, then go to -22-.

57 In the center of the room is a table and a single chair. There is an Orange folder on the table top, but you can't make out the lettering on it. If you sit down and read the folder, go to -11-. If you want to leave the room then go to -12-. Your only other choice is to continue looking around, so go to -57-.

Fleet Command Wants You !

BECOME A STARSHIP CAPTAIN
battle aliens from around the world

When you play FLEET MANEUVERS, you will experience the fun of commanding a starship in battles marked by simultaneous action and depth giving details. As you stand on the bridge of your starship, you determine the action.

If you haven't tried FLEET MANEUVERS, you are missing out on some of the best tactical game play available. The consumer members of the Play-By-Mail Association voted Fleet Maneuvers **BEST GAME** in the competitive space game division of their 1986 awards ballot. AND Fantastic Simulations provides **exceptional service** including a monthly news letter, Comm-Link, and the FS-BBS, a bulletin board service for those players who have a computer and modem (you DO NOT have to own a computer to enjoy our games).

There are four unique Fleet Maneuvers games to play; The Original Game, The Sigma Conflict, The Next Dimension, and The Final Exam. Write us for **FREE** information about these games and PBM.

King Arthur Pendragon

The Pendragon Campaign

The subtitle of **King Arthur Pendragon** is "Chivalric role-playing in Arthur's Britain", a concept that this game fulfills very well. It must be noted that "Arthur's Britain" is in this case an amalgam of real scholarship, dubious history such as from Geoffrey of Monmouth, and the late medieval anachronisms of Thomas Malory. It is an island fragmented into many small kingdoms of a variety of peoples, chiefly Saxon, Irish, Pict and Cymric. While the Saxon religion is Wotanic, the others may be either Christian or Pagan (ie, druidic). Historically, the Picts were Britons who had never been subjugated by Rome. Here they represent the stereotypical woad-painted upland barbarians, in contrast to the thoroughly Romanized and smugly civilized "Cymric" Britons. Saxons live in the lands given them by the "traitor" King Vortigern, as well as lands since stolen from the Britons. Player-characters are generated as being from one of these backgrounds, but of the nobility. Players can be no lower than squires, and the common people are trotted into the game as needed like so many props. Finally, the chronological setting of **KAP** is in the 6th century, a deliberate choice on dramatic grounds, despite the evidence pointing to a real King Arthur in the middle of the 5th century.

Time is an important consideration in the unfolding play. Characters may start out as relatively inexperienced knights, or even squires, but they must be born in a specific year. They will age, and are advised to marry and beget heirs so that upon their inevitable deaths, the owning players may continue play. For this, the guide is "The Plot", a 75 year timeline divided into 15 year phases covering the anarchy preceding Arthur's ascension, to the downfall of Camelot and Mordred's treachery. This timeline is not intended as a rigid mold to force action to follow a predetermined course, but rather a source of ideas for adventures, and opportunities for player-characters to interact with major non player characters NPCs, including Arthur, Guenevere and Lancelot. It is possible, though fraught with peril for the Game Masters (GM), for a player rather than Arthur to become the Pendragon (High King), for Lancelot to die in a joust, or for someone to supplant him in the Queen's heart. Radical changes like these of course will take a campaign out of "Arthur's Britain" and throw a great deal of work on the GM.

In structure, **KAP** is derived from the Chaosium generic system "Basic Role-playing", which is in turn derived from **Runequest**. However, little of **Runequest** is to be seen here. A character has primary characteristics of SiZe, DExterity, STRength, CONstitution and APPearance, all generally in the range of 3-18, but the details of using them have changed. The game is still a skill based one, but skills are not expressed as percentages. Instead, use of a skill involves rolling 1D20 vs the skill rating. A roll equal to or lower than the skill rating is a success, while a roll of 20 is a fumble unless the rating is itself 20 or more (a rare occurrence. The mature Lancelot has a skill of Lance at 40, but then . . .). The "Resistance Table" of **Runequest** has been supplanted by an elegant algorithm. When opposing the skill of an opponent, or a characteristic of an object (eg, the STRength of the mud in which the character is stuck), the player must not only roll equal to or lower than this skill rating, but higher than his opponent's roll, in order to succeed.

More important than the mechanics of play are the role-playing aspects that have been quantified. Characters have 12 sets of paired personality traits, such as Chaste/Lustful or Pious/Worldly. When a character is rolled up, the left hand trait is rolled for on 3D6. The value of the opposite trait is automatically such that the pair add to 20. Values can be adjusted to some extent after rolling, at the player's discretion, and as mandated by the religion of the character. Each religion has 5 favored traits; if each of these is owned at a rating of 16 or more, the character gets a tangible bonus. Of the traits, 6 are those of chivalry. If a knight has an aggregate total of at least 80 in these traits, he is deemed chivalrous. This is worth glory to him, but also imposes certain standards of behavior. Players may also have "passions". Two are automatically given while generating a character: Loyalty to Liege and Love of Family. It is possible to acquire others in the course of the game, such as Love or Hate for an individual or unrelated group. Passions and personality traits should be used as guides to behavior by the players, and can frequently be used by the GM to determine actions against the better judgement of the players. For instance, the player may know that the beautiful damsel coming on to him is an evil enchantress, but if the player fails his character's Recognize roll, her disguise is good and if he fails the Chaste roll, she makes the seduction.

The objective of the game is to become a knight and gain Glory. To be a knight requires a Loyalty to Liege rating of 15 and a minimum rate of 10 in 7 required and two optional skills. Since most characters will not have the requisite values as rolled, it is assumed the character is age 15. He may enter play as a squire, or the player may age him, gaining skill increases for each year, until he qualifies. Once knighted, the character may wed and have children, develop a family tree and obtain a coat of arms (the rules are very detailed in this aspect). Newly knighted characters typically have a few hundred Glory points. These are gained by success in battle or jousting, chivalrous and religious behavior, possession of strong passions, and as rewards for various deeds. Accumulation of glory, aside from adding to the luster of one's reputation, allows increases in skills, passions, traits and characteristics. It takes considerable doing to reach high values; most of the characters from the

Arthurian mythos have only a few thousand. Gawaine in his prime is under 8500. But then there is Lancelot with over 38,000 and Arthur himself at the age of 26, owning a glory total of 41,680.

One aspect of the usual fantasy role-playing game absent here is magic as a part of the game system. There is no magic available to the players. The characters in the game implicitly believe in the existence of magic, divine and sorcerous, and are not surprised when its effects appear, but these effects are all under control of the GM, who must be careful not to abuse the system.

Physically, **KAP** is packaged in a flat box with 1 D20 and 6 D6, an 88 page Player's Book with most of the rules, a 16 page Gamemaster's Book, a full color 22"x34" map of Britain, and a number of play aids (tables, sample characters and blank character sheets). As a role playing game, it is well designed and very well integrated into the milieu it presents. It

presents ample opportunity for both desperate combat and imaginitive interactive play, with an orientation different from the typical fantasy campaign.

The Pendragon Campaign is a single book of 75 pages which adds a great deal of meat to the bare bones of **KAP**. The game as packaged has some information on Arthurian Britain, the timeline of "The Plot", and a beginning scenario. **The Pendragon Campaign** goes into far greater detail in many areas. It covers the lands in and surrounding Britain, supernatural inhabitants, sketches of the major characters, and a greatly expanded timeline with appropriate scenarios. It also includes an extensive bibliography and four pages of designer's notes. It is not essential to playing **KAP** or even running a **KAP** campaign, but is extremely useful in that regard and is in itself entertaining and informative reading for those with more than a passing interest in the Arthur of history, literature and legend.

Reviewed by: Steven A. List
Published by: Chaosium, Inc.
Complexity Level: Moderate
Designed by: Greg Stafford
Price: $20.00 and $10.00
Rules Clarity: Excellent
Graphics Quality: Excellent

• SIN & VICE! • GRAFT & CORRUPTION! • ROBBERY & RICHES!

GET YOURS IN $IN CITY!

What more fun setting could there be for a game than the greatest symbol of western vice Intrigue and exploitation of the 19th and 20th centuries, **Shanghai, China**? As a national trading baron you must build your trading empire and fortune (using the means available) and then get out alive to enjoy it!

All of the elements from the mounted, color game board to hedonistic human nature are there to bring the most fun you've found in a game box. Easy to learn and riotous to play, Sin City awaits you in **Shanghai Trader**.

Another quality product from PANTHER GAMES of Australia. Now available in better game stores everywhere.

• LOAN SHARKING! • ASSASSINS! • THUGS! • MUGGERS! • OPIUM! •

• POVERTY & EXPLOITATION! • COOLIES & COURTESANS! • ESCAPE!

• RACKETS & GANGS! • TONGS! • CURRENCY TRADING! • SPIES! •

Origins '87

July 2nd-5th, 1987 at the Baltimore Convention Center and Hyatt Regency Inner Harbor.

For more information write:
Atlanticon
Dept. C.A.
P.O. Box 15405
Baltimore, MD 21220
or call
(301) 298-3135
We'll be there! --GAMA

Don't you wish you had more friends who were gamers?

The trouble has been finding more gamers to be friends with. Too bad there are no yellow pages for this sort of thing.

Do you know where can you find more gamers?

Filling your local Strategy Game Convention, that's where!

Go on. *Make your move!*

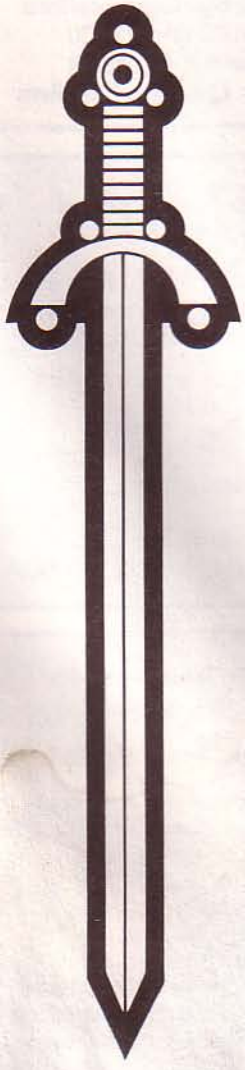
We'll see you there. --GAMA

LEOMUND'S SECURE SHELTER

Conducting The Melee

Common Misconceptions and Variations

Also An Alternative To Suggestions In: AD&D RULE CHANGES/CLARIFICATIONS in VIP #2 by Jeff Albanese



We must begin at the beginning. It's name is **Chainmail.**

Chainmail was published by Guidon Games and later by the LGTSA and finally by TSR Hobbies (the latter now owns the copyright). It appeared around 1967, give or take a couple of years, as a thick little booklet of 48 or so pages. The purpose of the set was to provide rules for playing Medieval Miniatures. As an afterthought, and in the appendix, was a 'FANTASY SUPPLEMENT'. This supplement included heroes, superheroes, giants, wizards, elves, dwarves and few (no more than 20 or so) other creatures that could be played. There was a matrix table for these 'monsters' in melee as well as a table of how each related to standard troops. The standard troops were the majority of each army in most battles. The supplement grew to be "The Tail that wagged the Dog'.

Chainmail was a set of rules written for miniatures. Alas, in writing **Dungeons & Dragons (D&D)** many of the basic concepts from **Chainmail** were retained even though the **D&D** game was to be a 'paper and pencil' game. It is from **Chainmail** that we first got 'inches' for ranges and movement as well as treatment of weapon speed factors, weapon lengths and armor weapon advantages (disadvantages) versus various types of armor. Unfortunately these concepts were inadequates represented in both **D&D** and in **AD&D** so that many a player does not understand them.

Here goes.

© Lenard Lakofka and E. Gary Gygax AD&D is a registered tradmark of TSR Hobbies Inc. LEOMUND'S SECURE SHELTER is a copyrighted name for a spell in AD&D. Other such copyrighted spell titles are used herein.

Ranges & Areas of Effect

'Inches' indoors and outdoors took into account two important principles:

1. It's basically dark underground.

2. Ceilings are low and most corridors are thin and/or twisting (short)

Ergo, when one went 'indoors' the ranges of missles (due to the arc of an arrow, dagger, spear etc.) was cut by a (reasonable) factor of three. Also 'indoors' spell ranges and areas of effect were cut due to dimness of light more than any other factor. A 'wizard' did not throw a spell the way one throws a ball, after all. This 'rule' has been misinterpreted and abused by both player and Dungeon Master alike.

The generally accepted ruling is now:

1. Low ceiling and darkness DO limit missile ranges. However, if the lighting is good and the ceiling is high an arrow will go its full 720 feet! (24" for a long bow in this example).

2. Low ceiling and darkness do NOT change an Area of Effect in any case. This is 1" = 10 feet. A Fireball is 40 feet in diameter, indoors or out.

3. Low ceiling and darkness do NOT change ranges for ANY spell. If there is a straight line for a Lightning Bolt it will GO ITS FULL DISTANCE! If there is poor lighting the target(s) can have his/her/its saving throw adjusted by from +1 to +4 since targeting is now flawed.

Weapon Speed Factor

Some weapons can be moved more rapidly than others. Weapon versus weapon then produces the possibility that one weapon will have an advantage over the other in non-surprise cases because it can be wielded more easily.

D&D and **AD&D** are not hit location games. You CANNOT fire a magic missle, shoot an arrow, throw a dagger, or stab with a long sword into someone's eye. **D&D** and **AD&D** are not simulations

Please enter by subscription(s) for **Fire & Movement, Battleplan, Breakout!, Space Gamer/ Fantasy Gamer** magazines or the **Continuing Saga Newsletter** as I have indicated by circling below:

	Sample Issue	*3 Issues*	*6 Issues*	*12 Issues*	*Renewal?*
• **Fire & Movement**	$4.00	10.00	20.00	37.00	☐ Yes ☐ No
• **Battleplan**	$3.00	8.00	15.00	27.00	☐ Yes ☐ No
• **Breakout!**	$3.50	9.00	18.00	30.00	☐ Yes ☐ No
• **Space Gamer/Fantasy Gamer**	$3.50	9.00	18.00	30.00	☐ Yes ☐ No

All subscriptions begin with the next issue published. Canadian addresses must add $.60 per issue for magazine subscriptions, overseas subscriptions must add $1.25 per issue. Payment must be in U.S. funds drawn on a U.S. bank.

Payment is by: ☐ check ☐ money order ☐ *MasterCard* ☐ *Visa* Total enclosed:_____

Name _____

Address _____

City_____ **State/Prov**_____ **Zip Code**_____

Credit Account number_____ Date expires_____

Signature _____

Space Gamer/Fantasy Gamer Feedback #77

Please rate the following articles on a scale of 1 (low) to 9 (high) or X (no opinion). In the case of reviews, **rate the article,** not the game, book or product reviewed.

1.__ Editorial
2.__ Convention Calendar
3.__ Convention Reports
4.__ Scanners
5.__ Ships of the Galaxy
6.__ The Tactics of Deception
7.__ Alternate Realities
8.__ Who Ya Gonna Play!?
9.__ Mini-Solo Adventure
10.__ King Arthur Pendragon
11.__ Conducting the Melee
12.__ Experience & Training
13.__ Encyclopaedia Arthuriana
14.__ A Noble Cause
15.__ Against the Forces of Darkness
16.__ Run Amuck in Peru!
17.__ Reach for the Stars
18.__ How to be a Better Space Admiral
19.__ What Colonies?
20.__ Sundog
21.__ Running the Gauntlet
22.__ It Lives, Igor. It Lives!!!
23.__ Darth Vader and the IRS
24.__ Nuclear War
25.__ Murphy's Rules
26.__ **ISSUE OVERALL**

Answer the following yes (Y), no (N), or no opinion (X).

____ Are you a current subscriber?

____ If you were not a current subscriber, would you become one based on the quality of this issue?

____ Was this issue better than the last V.I.P. of Gaming?

Your additional comments and feedback are also welcome:

BACK ISSUE ORDER FORM

(Circle desired publication & issue. Prices include shipping in U.S. For Canada, add 15%. For overseas mailing, add 30%. Payment must be in U.S. funds drawn on a U.S. bank and made payable to **DTI**.

Space Gamer $3.50 each

15	16	17	19	20	21	22
23	24	26	27	28	29	30
31	32	33	34	35	36	37
38	39	40	41	42	43	44
45	46	47	48	49	50	51
52	53	54	56	57	59	60
61	62	63	64	65	66	67
68	69	70	71	73	76	77

The V.I.P. of Gaming Magazine

1 2 3 4 5 **$3.50 each**

Fantasy Gamer

1 3 5 6 **$3.00 each**

BREAKOUT

22 23 24 **$3.50 each**

BATTLEPLAN

1 $3.00

TOTAL ENCLOSED $_____

Name _____

Address _____

City _____

State/Province_____ Zip_____

Place
14 Cent
Stamp
Here

Diverse Talents, Inc.
Space Gamer Feedback
P.O. Box 8399
Long Beach, CA 90808 USA

by Lenard Lakofka

of combat. They are a set of game rules that emphasize playability at the expense of simulating reality. Yes, I know that that is hard to believe——especially after you read the GRAPPLE, PUMMEL and OVERBEAR rules.

To delay a hand-to-hand blow by one segment per weapon speed factor penalizes the person with the long, heavy weapon too severely. In fact, if the DM is using the speed factor rule magic-users too often get the first blow. WRONG.

Hand in hand with speed factor is weapon length. The longer weapon, when CLOSING in melee, gets the first chance to hit since one figure must get past the end of the weapon (almost always a spear or pole arm) to launch his/her/its own attack.

Finally we come to initiative. In CHAINMAIL, **D&D** and **AD&D** each *side* rolls for initiative adjusted by weapon length, weapon speed factor and dexterity (**D&D** and **AD&D**). the initiative rules in the DMG are a little hard to follow as well.

Putting these concepts together let's see if weapon speed factors can go into a melee.

1. If you are dealing with 30 or fewer figures (and you can deal with hundreds if you want to) use a separate initiative for EACH figure.

2. Weapon lengths DO apply to distance closing situations.

3. Weapon speed factors are nonsense. Don't use them as written. A figure can only have as many blows as he is allowed in a round. NO MORE blows due to speed factors! If you must use them, then factors of 1 to 4 cost nothing on initiative. Factors of 5 to 8 cost one segment and factors of 9 or more cost two segments.

4. Dexterity DOES adjust initiative for PHYSICAL actions only. However, you can't do better than performing your action in segment one of a round.

Segment of Action

To determine when something will happen one must know the segment in which it will happen. Recall that AD&D is not a simulation.

Two fighters square off toe to toe. Each rolls a six-sided die (d6). The roll tells WHEN the blow will fall by SEGMENT NUMBER.

The fighter sees a magic-user and decides to shoot an arrow at him. The magic-user is casting a spell. The fighter uses d6 for his arrow and the magic-user uses d4 for his spell. (Note: I have come up with these die sizes by trial and error over 15 years of DMing. These rules are not in the books.)

First some rules.

1. Spells begin at the BEGINNING of the segment and end at the END of a segment depending on the casting time. ONLY interruption of the spell DURING casting will destroy the spell (or prevention of casting the spell like Unconsciousness, Death, Paralysis, Failing versus. Hold Person, ets.).

2. Blows and missiles land in the MIDDLE of a melee segment. Missiles fired or thrown under 240 feet hit in the segment of fireing or casting. Missiles fired or thrown over 240 feet take one segment to fly. Those fired over 480 feet take two segments to fly. Yes, these ranges ARE arbitrary and inaccurate but they play well! More importantly they define what will happen and there can be no argument! You do not want to divide segments into seconds!

If the fighter hits the magic-user while the magic-user is casting, the spell is ruined. If he does not then the magic-user can cast the spell. Simple as that.

If the magic-user gets the spell off before the fighter than the fighter must save versus the effect (if it is aimed at him) before the arrow goes off. Remember that the fighter must FAIL his save from attack forms like fire before his carried items must save from fire. So if the fighter saves, his bow and arrow are safe. If he fails you can also roll for the bow string, but that is pushing it too much.

Exceptions and Additions:

If the fighter has an arrow knocked and is aimed in the general direction of the magic-user he can use d4 for his arrow and not d6. This pre-aiming does not allow him to automatically fire on segment one. This is NOT a simulation. However, a pre-aimed arrow adjusted for a dexterity of 18 will be fired on segment one and 3 'to hit' (also for dexterity).

The fighters second arrow is always on d6 added to the first initiative. A sum of 11 or 12 is treated as 10, i.e. the fighter does get both arrows in one round.

Darts use d4 for first, second and third dart. If 3, 4, and 2 are rolled the darts would be hurled on segment numbers 3, 7 and 9.

Surprise will mitigate the above. Use d6. If a 1 or 2 comes up then that is the number of segments LOST to the roller. Forget the table in the Dungeon Masters' Guide (DMG). It is too complex. Figures who surprise more easily or who are surprised less easily simply roll a different size die or have only 1 count as surprise. A ranger, for example, would only count a 1 on d6. A bugbear would cause his victim to use d4 instead of d6 for surprise with a 1 or 2 showing surprise. A bugbear attacking a ranger would cause the ranger to use d8 and count 1 and 2 as surprise, etc.

If surprise does occur then lost segments are figured first. A spell caster without his/her material components (symbol) at hand might lose multiple segments due to a search for those components.

Any player who dithers around in actual play when the DM asks 'What are you going to do?' will lose segments as well. After all if the player says; "I'll cast fireball." then rolls a three for initiateive but says on segment two he wants to change to magic missle must roll a new initiative to the two segments he has already wasted.

Players should not be allowed to hold back their blow or spell awaiting some other action. This delays the game rather badly and is unfair to the non-player character. What person in his right mind says to himself "Well I'll take his blow (spell) since it probably can't kill me and then I'll fire back." If one side awaits the other the whole round could go by while each side is getting ready to 'draw'.

Casting a Spell While in Hand to Hand Melee

The spell caster is in front of his opponent who is striking with a hand held weapon (claws/bite).

If the spell can be gotten off in one segment then simply use initiative to determine the order of blows and the result. If the spell caster casts on segment 3 then only a low hitting on segment 3 will ruin the spell.

If the spell can be gotten off in two segments then the opponent has a 50% chance to either forego its rolled initiative or even obtain a second blow to stop spell casting. Yes, this does sometimes give a figure (even a magic-user who holds a dagger) a extra blow that he or she should not have. But it is fair because of the reliative immobility of the spell caster. The spell caster cannot jockey from side to side while casting the spell.

If the spell caster is casting a spell of three segments that opponent has a 100% chance to attack during the casting even if he has already used the allowed attack(s) this round.

If the spell caster is casting a spell of four or more segments the opponent will attack once for every segment over three!!. Oi Vey! The spell caster won't do too well, will he?

Grappeling, Pummeling and Overbearing

The rules are too complex while the melee is comparatively simple. Tackling becomes too advantageous to the tackler. There is nothing worse than having some oaf grapple the magic-user who is then out of play for all intents and purposes. In fact it is better for the magic-user to grapple with his opposite number the way the rules are written. Let's get some dignity in the game and just forget about this wrestling.

If you must use the rules then don't forget that the defender gets to use his weapon to stave off the grapple. Let this attack do damage if it hits! Then give him the normal entitled blows.

In the case of the spell caster trying to cast while in front of an opponent allow a free grapple and use strength on the next round to see if the magic-user can break out of the hold. However, a figure with a weapon should always use the weapon to hit the spell caster and ruin the spell. He should not throw down or sheath the weapon and then tackle the spell caster.

Weapons Versus Armor Type

The tables on page 38 of the Player's Handbook should be headed as follows:

10	9	8
no armor	shield only	leather only
7	6	5
leather & sh	studded leather & sh	chain only
4	3	2
chain & sh	plate only	plate & sh

Isn't that clearer?

I.e. the Armor Class is not the determining factor of the weapon adjustment it is the type of armor worn.

What happens versus ring, banded, etc.? Who the &%#! knows? I'm not an expert on weapon versus armor.

Common rules for magic armor.

If attacked by ordinary weapons the magic armor never gives a disadvantage. I.e. if a bardiche were attacking ordinary leather it woule have a +2 advantage. If the leather were magical this advantage is lost to the bardiche. However magical armor that has a minus, as bardiche versus plate and shield, would still be -2 disadvantage to the bardiche. Naturally the plus on the armor adjusts the chance to hit in either case.

If the attacker has a magic bardiche then read the table as written.

Does this mean that cloaks, rings and bracers are considered as 'no armor'? No it does not. Versus these items there simply are no weapon adjustments, whether the attacking weapon is magical or not. Are monster hides/scales considered as 'no armor' or some type of armor? Up to the DM. A dragon versus an ordinary arrow! Tough hide monsters can be rated as leather studded leather or even ring mail if you want.

Do I recommend using these adjustments? No. (Though I do like the adjustment for arrows versus dragons!!)

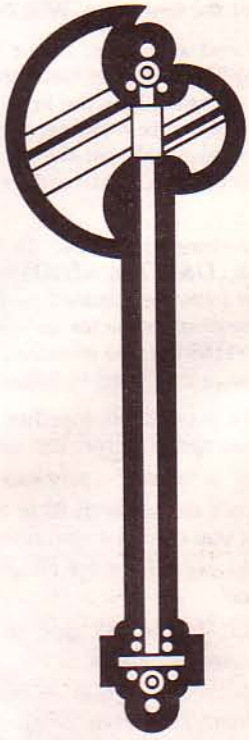
Natural 1s and 20s

Good for you. No disadvantage. No advantage.

Attacks With Two Weapons

This attack form is allowed for all classes under the rules, but should be prohibited for magic-users in any case.

Any fighter, cleric or thief and the sub-classes of course, can use two weapons at a minus 2 for a primary weapon and minus 4 for secondary but adjusted for dexterities of 16, 17, or 18 to -1/-3, 0/-2, 0/-1. does this unbalance the game? A little: but recall that NPCs can do the same. Further that the figure must be trained to use two weapons so that applying the non-proficiency to the second weapon is perfectly reasonable.



An Example Of Application

Twenty orcs led by an ogre are about to fire arrows at a party of four adventurers. The groups are 400 feet apart. The cleric will cast hold person, the magic-user sleep, the thief will put on a ring of invisibility and the fighter will return arrow fire at the ogre.

1. Determine the following from the party: How many orcs are to be held? Which ones (use miniatures if at all possible) remembering they must be close together. No, the spell text does NOT say they must be close together, but common sense dictates this.

Which orcs are to be slept (30 foot diameter circle)?

2. Determine the targets for the orc's arrows.

Method one: roll one d4 per orc (many DMs have hands full of dice so roll 20d4 at once). If you have 20 d4 then perhaps you could turn the orcs 'north' for those firing at the MU, 'east' for the fighter, 'south' for the cleric, and 'west' for the thief.

Method two: since they have a leader you could roll 20 d 6 saying that 1 and 2 fire at the MU, 2 and 4 fire at the cleric, 5 at the fighter and 6 at the thief. Leaders often fear spell casters, after all.

3. Let's say the results are as follows:
7 fire at the magic-user
6 fire at the cleric
3 fire at the thief
4 fire at the fighter

4. Roll a d6 for each orc to see when he will fire his arrow:
at the MU 1 1 2 3 3 4 6
at the CL 2 2 4 4 5 6
at the TH 2 4 6
at the FI 1 1 3 6

5. Roll initiative for the party adjusting for high dexterity, if any
magic-user 3
cleric 3
thief 5 but with dex 3
fighter 6 but with dex 4

6. RESULTS

Segment one:

Four orcs, the ones who rolled 1s, fire arrows no matter what happens. The arrows fly for one segment between 240 feet and 480 feet per our arbitrary ruling, and impact in the middle of segment #2.

The party has no actions on segment #1.

Remove on each segment as completed, used up initiative dice. You can place the initiative dice beside the targets of missle fire by adding one to the die face. Then you can remove the d4 as well since you have recorded the target by placing the d6. (You added one because the arrow will fly one full segment before it will impact). This way you not only know which orcs have fired you know in what segment the arrows will land and who they are aimed at!

Segment two:

Note: I do NOT give the orcs two arrows a round. I do allow two arrows a round for 'elite' orc troops such as the chief's bodyguard. However, many a DM would allow this. If the orcs get two arrows by your style of play then you MUST roll d6 for each orc who has fired already to see if any orcs get off a second arrow before the sleep is thrown or hits. I also only allow one arrow a round for kobolds, goblins and men-at-arms but two arrows for hobgoblins and gnolls. I assure you this is just personal preferance and not an **AD&D** rule.

Four more orcs fire on segment number two since no action of the party can stop this.

Four arrows fall among the party on this segment. One hits the magic-user. His spell is not ruined since he has not yet begun it. The other arrows miss.

GLORY

A charge of enemy infantry is met by volleys of musket fire from your infantry line. The charge already blunted, it falters before the thousands of bayonets. As the enemy infantry falls back you order a bold charge by your cavalry on the enemy flank. With a call of bugles and drums, your infantry line begins its advance to **Glory.**

Glory is an American Civil War , battalion level correspondence war game of diplomacy, combat and conquest allowing for both tactical and strategic decision-making. Up to forty players compete for military objectives against each other and events generated by the game system. They attempt to win tactical victory as they seek strategic objectives while maintaining substantial military forces.

Glory takes place during the American Civil War. A map of the states and territories is provided. **Glory** has been designed to encourage a great deal of cooperation between players on the same side and a great deal of combat.

Each player begins as a colonel in either the Union or Confederate army. You, in concert with the other players on your side, will decide each players area of responsibility and strategic objectives.

As a leader you will seek tactical victories which will increase your ability to obtain replacements and enhance your promotability.

Glory follows in the tradition of Global Supremacy. Players of that game will see some similarities of game mechanics, but with the flavor of the American Civil War.

QUALITY SERVICE SINCE 1974!

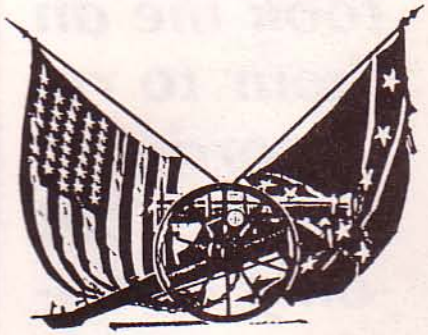
We have more major games than any other play-by-mail company.

Glory offers these and many other features:

- Forty players compete in the same game for military victory for the Union or Confederacy.
- A multi-color map of the American Civil War is supplied, detailing all the important features of the playing area.
- Computer-assisted gamemaster moderation, with all records stored on the computer.
- Turns can be submitted at anytime for immediate evaluation by our professional gamemasters.
- Dozens upon dozens of different civil war, infantry, cavalry, artillery, support and naval units.
- A beautiful rulebook in a sturdy three ring binder.
- Extremely realistic computer assisted battles for even the most complex of engagements.

After many months of design work and playtesting, Glory is ready for you to enjoy. Join and see how well you do as an American Civil War general.

Glory may be entered for $13.50 which includes the rulebook, the set up and multi-colored map of the playing area. Turns are $3.50. The rulebook may be purchased separately for $10.00.



☐ Send $1.00 (credited with order) for our play-by-mail catalog.

Send to: **Schubel & Son**
P.O. Box 214848
Sacramento, CA 95821

Enter me in GLORY

Name _____

Address _____

City _____ State _____ Zip _____

© 1986 by Schubel & Son Inc.

Believe me, it IS easy once you get the mechanics down pat. This example took me an hour to record and write, but only 8 minutes to play out!

Segment three:

Three more orcs fire. Four more arrows impact among the party in the middle of the segment.

The cleric begins to cast his hold person.

The magic-user begins to cast but if he is hit by the arrow aimed at him from the segment before, his spell will be ruined.

The arrow misses the magic-user so the sleep goes off. Roll 4d4 to determine the number of orcs put to sleep. If only 11 are in the 30 foot circle then the maximum limit has been set. The roll comes up a 9. You roll to determine which two are not slept (easier than seeing which 9 are) by rolling d12 and ignoring 12. #3 and #7 in the group of 11 did not sleep. You will also notice that since you have a d4 by each figure for target and a d6 for initiative you know exactly which 9 orcs fall asleep, i.e. which have already fired and which have not! (Or you can also record this on paper very rapidly once you get the hang of the procedure.) Let's say four have and five have not. You immediately drop over all 9 orcs and remove the initiative and target dice for the orcs who have not yet fired (signifying their action for the round is over — some fired and slept and some just slept).

The two arrows fired at the cleric miss.. He keeps casting. The one fired at the thief hits. The thief becomes invisible at the end of the segment (his was a spell-like action) even though his action was of a physical nature.

Segment four:

Looking among the orcs we only find one six-sided die that still says '4'. That orc fires and we know who he is firing at as well, let's say it is at the thief.

The three arrows fired on segment #3 now arrive. They miss.

The fighter gets off his first arrow and rolls for his second. Let's say a 5 on d6 adjusted for dexterity to 3. This means the second arrow will fly on segment #7.

Roll d6 for the thief and magic-user if they decide to move. A new initiative is required for this logical second action.

Note: A figure who gets one blow a round cannot do two aggressive/attack actions in a round. Thus the magic-user, in this example, could not cast sleep and then run to melee an orc in the same round. If he rolled a 1 he could run for 7 segments at 72 feet a segment (double normal walk speed) and just cover the 400 feet between the party and the orcs. The thief could run to melee an orc. He could not get a backstab, regardless of how much he might argue that he could. He would not be 'silent' by any stretch of the imagination.

Segment five:

The orc who had a 5 initiative has fallen asleep.

The magic-user rolled a 4 for his movement after casting sleep so he stands there. No incoming arrows at him anyway.

The thief rolls a 4 for his movement (adjusted to 2 for dexterity) after putting on the ring in segment #3. So he moves now. The arrow from segment #4 arrives in his locale. Recall he was invisible when the arrow was fired so that his armor class is automatically four places better. Now he has moved a bit as well. You can give him from 1 to 4 more armor classes for the movement. This means the orc has to roll very well to hit. If he is wearing leather (and watching the incoming arrow so he can use his dexterity to dodge it) his armor class is 6. The orc at medium range is -2 so he needs a 15 to hit him. Invisibility makes that a 19 and movement than makes it a 20! The orc misses.

The fighter's arrow hits the ogre.

Segment six:

The orc firing at the fighter is asleep. The other three arrows go off, one each at the magic-user, cleric and thief. It is fair to re-aim the arrow intended for the thief at someone else since the thief cannot be seen any longer. Roll another die 6 if re-aiming does occur. Let's say it does not.

Nothing else happens except that the cleric is still casting and the thief is moving. The fighter is aiming his second shot and the magic-user has not decided to move yet.

Segment seven:

The fighter fires his second arrow at the ogre.

The magic-user is hit and goes to -1.

The cleric is hit and the hold person is ruined.

The thief has moved and is immune to the arrow fired at him. Okay, maybe a 30

on d30 hits him or a 00 on d% if you are a purist — and the orc is a lousy aim — or VERY lucky.

Segment eight:

The fighter hits the ogre again.

The orcs are through. Note that some of them could begin to move if the ogre commanded it. But they cannot fire and then move to cause melee in the same round per the rules.

The magic-user moves. The cleric rolls for movement or stands still and contemplates the loss of his spell with no effect. The thief is still moving. The fighter may roll dice to move a short distance.

Segments nine and ten:

Miscellaneous minor movement. No melee. Did everyone follow that? There WILL be a quiz! Believe me it IS easy once you get the mechanics down pat. This example took me an hour to record and write but only 8 minutes to play out!

I suggest you get out the miniatures and dice and actually play it out. Recall that you are reading instructions and that in play you will have the players helping you with the dice.

Some last items in reply to **AD&D RULE CHANGES/CLARIFICATIONS** in VIP #2 by Jeff Albanese.

Death should occur at -10 adjusted for constitution (15 at -11, 16 at -12, 17 at -13 and 18 at -14). However, there can also be a chance of INSTANT death equal one half of the current negative hit point total rounded UP. Thus at -1 or -2 the figure has a 1% chance to die. This ruling is made so that others in the group don't just let a party member bleed on the ground since they know he won't die until the magic minus number is reached. Recovery from a minus total takes ONE FULL DAY per minus UNLESS heal or a wish is used. Thus, a person at -3 and counting downward (-1 per round until wounds are bound in one round) really should be attended to or he will be out of action for three days and counting upward!

Clerics without a holy symbol cannot pray for new spells. In many cases they cannot cast existing memorized spells.

Magic-users bound in iron cannot cast spells at all. To do so causes self damage at one d6 per level of the spell. There has to be some way of keeping magic-user from teleporting out of being a prisoner or using other spells to escape. The bound-in-iron rule is offical **AD&D** by the way.

Protection from evil ONLY applies to creatures from another plane of existence! It does NOT apply to figures/monsters whose ALIGNMENT is evil. Attacking physically will negate the protection on the attacker in all cases! Negative plane undead are from another plane by this ruling. This is also official **AD&D.**

Rangers, Bards and Paladins DO get their wisdom bonuses but cast as first level spell casters when they begin spell casting.

G'day, Yanks, and watch out because

BREAKOUT! magazine comes to North America!!

Australia's premier quarterly adventure gaming journal, BREAKOUT! magazine, is now being made generally available to North American Readers for the first time ever! What? You've never heard of BREAKOUT! magazine?! Relax, mate, and read all about it...

* Over five years of publishing in Australia.
* 48 full size pages each issue.
* Covers wargames (miniatures, board and computer).
* Covers all kinds of fantasy gaming (role-playing, etc.).
* Covers play-by-mail gaming.
* Reviews products and conventions.
* Often includes variants, modules and scenarios.
* Gives you an Australian's eye view of the world (upside down!).

BREAKOUT! magazine is available in better hobby and game stores throughout the States and Canada. If you don't see it there, ask them to get it for you **or** you can **get BREAKOUT! directly from our importers.**

Sample copies are $3.50 each. A four-issue one year subscription is only $12.50, while an eight-issue two year subscription is just $23.00. All payments must be in US funds drawn on a US bank, Canadian addresses please add $.60 per issue for additional postage. Make all checks payable to DTI, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.

Expand your gaming hobby to another continent. BREAKOUT! magazine, the Australasian gamer's quarterly imported by DTI.

LEOMUND'S SECURE SHELTER

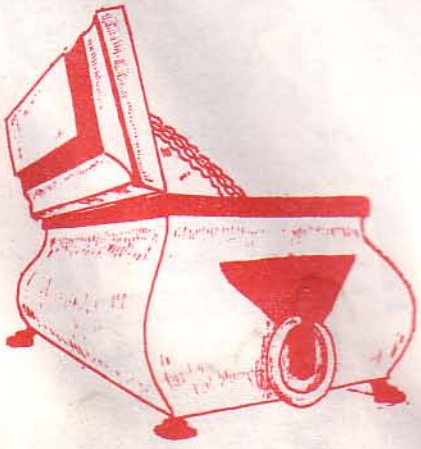
EXPERIENCE and TRAINING

The Dungeon Master's Guide gives a system for awarding experience and for advancing the character. Over the years I have developed a different system. The chief differences are:

1. One gold piece does not equal one experience point, but it can BUY one.

2. A higher level non-player character (NPC) can train a lower level one with training time being a variable of difference in current experience.

A player goes on an adventure and gains experience. In the **AD&D** system he must gain enough points for a new level. He may then find a trainer and learn to become that newer level. The time



depends on how well he played in the Dungeon Master's (DM's) subjective opinion. How many arguments has that started?

In the **Training System** the player goes on an adventure and gains experience. He has a plateau that he must reach before he is trainable. It is usually 50% of what is needed to gain the level naturally. For example, a second level fighter ranges from 2001 experience points (XP) to 4000 XP. If he has just become 2nd level he needs 2000 XP to become third. His plateau would be 50% of the difference between the levels, .5 * 2000 + 1000. Thus at 3000 XP he is 'trainable'.

Assuming he can find a higher level teacher he goes into training. He forms a Contract with that person.

The Contract rules are VERY STRICT and must be sworn in the name of both deities involved.

1. Payment is NOW.
No delayed payments. No service in the future. No father training his son for free! No mentor training his pupil at a discount. No prisoner or slave training his captor.

2. Money must leave the party in training.

3. Both parties must be fully healed when training begins.

4. Both parties must be allowed to go their separate ways for two full days after training is over, so help you God.

5. Alignments and races can be different and such difference will affect training time.

6. Low level clerics (up to 4th) can be trained by clerics of other religions if there is close compatability of the deities involved.

If a person breaks a contract one or both deities can send someone to correct the error!! This chance is 10% per level of each character. If 3rd level pupil tried to rob or kill a 6th level teacher there is a 30% chance for the first deity to be upset and a 60% chance that second will!

You say that this is too high? That gods would always be coming down or sending emissaries? Since the chance is so high, no one does it. YTes, it is artificial. But I have run into too many players who are greedy and want their cake and eat it too.

It is also correct for a teacher to demand a specific item or ask for an overpayment! The pupil does not have to enter the contract if he does not want to.

Here is how the System works:

Griswald has just become a Swordsman. He has 4001 experience points. His mentor is Welinda the Myrmidon. She has 44,000 xp to her credit. (The DM simply rolls for experience level of the teacher as I did here. I noted that she would need (70,000 -35,000)/2 — 17,500 xp herself to be trainable so I assumed that she was NOT trainable. I rolled d20 for her and multiplied by 1,000. If the result were 18,000 or above I would assume she was at 35,000 having been recently trained herself. The DM should record MENTOR'S xp level in advance. As time passes a mentor can gain experience too!

Griswald goes out adventuring and gains 2342 XP to bring him to 6343 XP. He goes to Welinda and asks for training. It will cost him the difference between what he has and what he needs to be trained. 8000 - 6343 + 1657 XP. His cost is 1,657 GP paid now. He can pay in magic items worth that amount. A magic-user could pay in spells known at the accepted rate of 100 GP per spell level etc. However, something of value must change hands now. Payment in full, up front only, and before one minute of training occurs. The trainer must perform tests on the items offered, write spells in his book, etc. NOW.

Once payment is made, (and a minimum payment of 100 GP per level should be

by: Lenard Lakofka and E. Gary Gygax

required), the training begins. Recall both must be fully healed and ready. We will begin on the next day for convience sake. We will define a training day as 8 hours long. Time in excess of 8 hours is at a penalty as both figures are tired. The penalty will be explained later.

The amount of experience that can pass between pupil and teacher is 2% of the difference between their experience point levels (1% if the teacher is of the level the pupil is trying to achieve).

In this example the training becomes:

2% * (44,000 - 6,343) — 753 points an 8 hour day. Not bad!

Training time is then 1,657/753 — 2.2 days.

However, if a new skill is being taught more days will go by as outlined hereafter. In this example we will say Welinda is not teaching Griswald the use of a new weapon or any other NEW SKILL.

The Penalty

If training is 9 hours on a day, there is a 10% chance that only 50% experience will be awarded for that day!

If training is 10 hours on a day, there is a 25% chance that only 50% experience will be awarded for that day.

If training is 11 hours on a day, there is a 50% chance that only 25% experience will be awarded for that day.

If training is 12 hours or longer, there is a 75% chance that all experience will be lost for that day.

There can be an extra charge for this loss if the teacher demands it. Thus, it is unlikely that teaching time will be over 8 hours a day.

If training is interrupted, the pupil can go to some other task with the experience he has bought added to his total. The mentor, however, is not obligated to continue his training at a later time nor must the teacher give any money back!

The mentor may be called away but he is obligated to finish the training. If he passes on the task to someone else then he must pay that new person out of his own pocket. And he must pay.

Special Tasks or Skills

Skills unique to a class cannot be taught to another class. Nor can skills at which one class is better than another be learned from that second class. A cleric could learn a weapon skill from a fighter but not the other way around. A cavalier could teach a ranger a weapon skill but could not teach a ranger how to track better, etc.

Special skills always take extra time.

A guideline: DMs may always add to the list or modify it according to their campaign.

A new weapon skill

One day per non-proficiency penalty point. A fighter takes two days; a magic-user five, for example.

A better percentage chance to do something, a thief to do all of his stuff, a ranger to track better, takes one day per skill practiced. Thus, a thief will take 7 days.

A new skill such as read languages for a thief, shapechange for a druid, a new spell level for any spell caster, a new monk skill can take from one day to one month. Finally, a use for a d30. Roll d30 and if the day number, or less, comes up the pupil has understood on that day. Thus, most pupils will learn in less than a week. The odds of not rolling the day number or below day after day is very small after 7 days.

Major new skills like a ranger learning spell casting should use the above method as well using weeks instead of days to learn the skill.

Note: Some DMs may feel a druid's shapechange is a major new skill or quivering palm for a monk. I cannot disagree.

What is Gained by Training?

Usually:

1. A better chance to hit.

Always use an expanded 'To Hit' table where the player gets credit for each new level gained. Do not use the tables in the DMG! They are too unfair.

2. A new saving throw

Again, use an expanded chart; not the one in the DMG that groups levels together.

3. More hit points

4. New spell capacity or spell levels (some classes)

5. New or improved abilities (some classes)

6. A new weapon proficiency (on some promotions)

Players on occasion will gain a natural level. In this example Griswald might have gained his full 4,000 xp from adventuring. If he did, he gains, upon being fully cured and rested, his new number of hit points, saving throw and chance 'to hit'. He IS that new level except for skills, spells, better chance to do something, etc. He must be trained for these other things.

A mentor or person who is approached can, of course, refuse to train someone. Forced training will not work.

Training at Higher Levels

At higher levels you might want to get a lower plateau than 50% of what is needed to gain the next level. You might want to go HIGHER as well. I use 50% 1st to 2nd, 49% 2nd to 3rd, 48% 3rd to 4th, etc. Once a figure is a named level (high priest, wizard, lord, etc.) then he need not seek a trainer but can train himself. To train himself he must set aside monies he has now or give money to his church. His church is not the player character cleric in the party.

Method of Payments

Only money and magic gained in *adventuring* can be used to pay for training. Money or items from any other source cannot be used. The swearing to the diety portion of the contract could go wrong then and there at the percents given. This rule is necessary to prevent 'rich' players from buying their levels with little treasure gained from adventuring.

Tired of searching for competent opponents?
Eager for a real gaming challenge?
Ready for the most fun you've ever had?

Then learn about the exciting hobby of
PLAY - BY - MAIL!

And subscribe to . . .

FLAGSHIP is your passport to the thrilling hobby of play-by-mail gaming. Each issue of **FLAGSHIP** covers the PBM hobby more thoroughly than any other magazine. If you PBM, you need **FLAGSHIP** now!

- Unused subscription refunded if not satisfied.
- Over 50 pages per issue.
- Every copy sent airmail.
- Special discount coupons.
- Reviews, strategy, tactics and much more!

FLAGSHIP, 5453 Forest Path Court, Stone Mountain, Georgia 30088

☐ Yes! Please send me the next four issues of **FLAGSHIP**.
My check for $15 is enclosed.

Name _____

Address _____

City _____ State _____ Zip _____

Country _____

Encyclopaedia Arthuriana

Chaosium has seen fit to re-release their best selling **King Arthur Companion**, in the wake of their **Pendragon** role-playing game. Gamers should heed that this is **not** a second edition, and, excepting the attractive new cover art complete with **Pendragon** motif, the text remains identical to the original version published in 1983. This is understandable, as it is quite unfathomable to expect the material to be more thorough and complete.

The King Arthur Companion is a 174-page guide to the often impenetrable world of the myths and legends surrounding Arthur Pendragon. The book is divided into three major sections, "People", "Places", and "Things", each containing appropriate entries arranged alphabetically. Accenting this "glossary" are maps and appendices, which include chronologies, bibliographies, and character groupings. Sidebars within the main text provide additional tidbits of Arthurian trivia. Clearly, this book is aimed not so much toward the gamer, but toward the reader. It must be understood that this reviewer **is** a gamer, not a medieval scholar, thus I cannot comment on Ms. Karr's accuracy, only on the book's service to gamers.

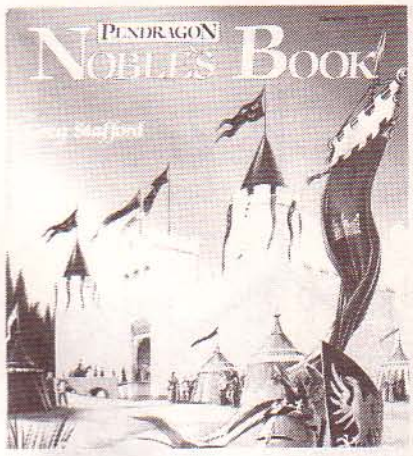
A strong point for the gamer is the author's deliberation away from "hard" history in favor of the "fictional" Arthur. This lends a personalized color to the entries which excites the reader's imagination. Contrast this with the dry, literate approach of similar works like Robert Foster's "Guide to Middle-Earth" or Jack Tracy's "Encyclopaedia Sherlockiana". Additionally, the novel organization of characters into types (e.g. knights, lovers, villans, etc.) could certainly inspire a gamemaster to create interesting scenarios with those characters. In fact, the sheer volume of character material alone is enough of an idea spring-board.

But the real service and strength of the book lies in its title, a "companion". Gamemasters seeking to understand the saga behind **Pendragon** must inevitably turn to Malory, and I can think of no better way to fully appreciate the work than with this book close at hand. when the language gets thick ("now wit ye well that ye are named..."), Ms. Karr's "folkay" essays and straightforward descriptions are a welcome relief. As a bonus, the author also supplements the Vulgate version of the myth, as well as other popular interpretations like T.H. White's "The Once and Future King". What ultimately shows through is a work of personal love and commitment.

The group of people I most heartily recommend **The King Arthur Companion** to are the literary "browsers" of the world, such as myself, who would rather skim through reference works like these than read the actual works themselves. One will surely spend hours enraptured in this tome, given the chance. That a "dictionary" can stand up to this kind of test is worthy praise indeed.

The King Arthur Companion
Reviewed by: J. Michael Caporula
Published by: Chaosium, Inc.
Designer: Phyllis Ann Karr
Price: $20.00
Complexity Level: NA
Rules Clarity: NA
Graphics Quality: Excellent

A Noble Cause



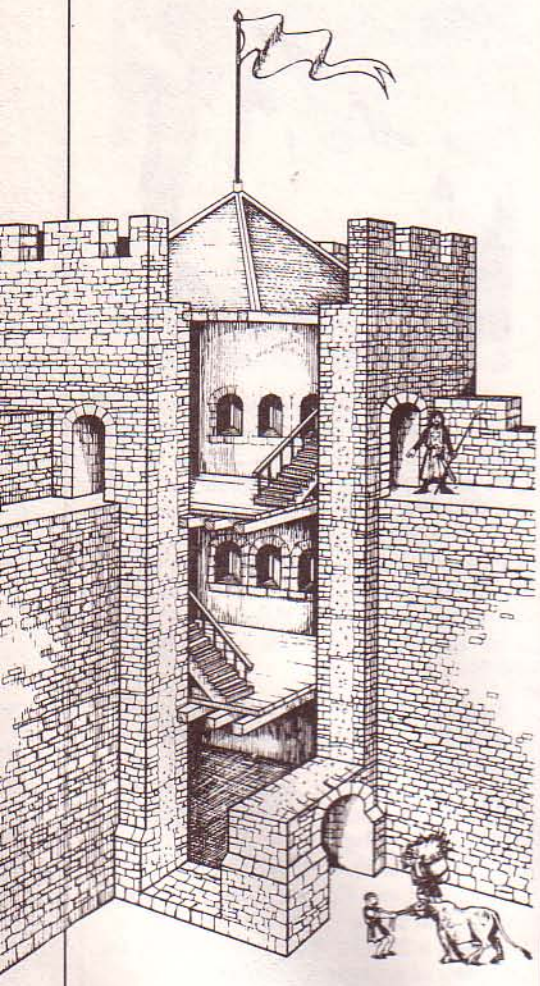
At last! A workable, easy-to-understand feudal system for role playing noble landholders. After years of putting up with complex and unmanagable systems like **Chivalry & Sorcery** and **Harn**, fief and manorial economics can finally be brought into a campaign without a lot of sweat and calculators. If you run any kind of medeival campaign, **Pendragon** or otherwise, you will benefit greatly from the **Noble's Book**.

Apparently, **Noble's Book** is intended to supplement the second edition of **Pendragon** which will consist of *Squire's Book*, *Knight's Book*, and *King's Book*. The 80-page indexed manual thoroughly covers everything a noble player-character is likely to face. The book also contains a Land Record sheet, marginal essays and castle maps, and includes as an insert a 22"x34" foldout illustrating the anatomy of a castle keep. Many of the original **Pendragon** rules are modified in **Noble's Book**. The Glory system in particular has been changed to a totally new and much easier to use set of rules. the Battle rules have also been revised and expanded to cover Raids, Sieges, and Invasions.

Two chapters that stand out in particular are Tournaments and Castles. Nobles must inevitably host annual Tournaments to permit socialization between his knights and liege. The rules essentially make the noble PC a "sub-GM", as he must plan and host the tournament as a sort of mini-adventure. Jousts are fought, challenges are made and accepted, and The Grand Melee tops off the whole affair. Other players participate in the event as an opportunity to gain Glory and experience.

The rules for constructing castles and

defensive works are refreshingly elegant. Parts of a castle are quantified in terms of their Defensive Value and required Area. A town's Area is equal to its Population Value, so it's a simple process to determine how much defense it requires.

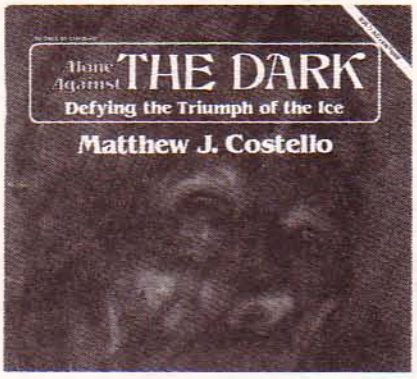


After a castle is built, it can easily be integrated with the Seige and Assault rules to create spectacular but easily resolved battles. Who needs miniatures?

Noble's Book is a commendable work. the Castle Keep poster is a real bonus; it is the first truly historical representation I have ever seen in a game publication.

Noble's Book: A Supplement to the **Pendragon** Role-Playing Game
Reviewed by: J. Michael Caparula
Published by: Chaosium, Inc.
Designers: Greg Stafford, Bill Keyes, Bill Dunn, Eric Krupa, Andy Tauber
Price: $12.00
Complexity Level: Low
Rules Clarity: Excellent
Graphics Quality: Excellent

MONO-A-MONO AGAINST THE FORCES OF DARKNESS



Alone Against the Dark is a solo adventure for Chaosium's **Call of Cthulhu** Role Playing Game **(COC)**. Though **COC** would seem to be one of the **least** suited game systems for solitaire adventures. Mr. Costello seems to have done quite a good job.

The adventure itself consists of going through a series of numbered paragraphs in attempt to find out what is going on, then to prevent the destruction of the world. The adventure starts with Professor Louis Grunewald receiving a cable from his fellow professor at Miskatonic U., Gliere, who has been imprisoned in an Athens jail. Setting off to rescue him, you find yourself in the midst of a nightmarish plot to destroy the world. More immediately, your own life is in danger. This complex adventure takes place over several months, in locations ranging from New York City to Greece, Egypt, and even Antartica. If your first investigator (Grunewald) dies (a **very** strong possibility), there are three others waiting to be called up and used.

The strongpoints of this adventure are many. There are a number of courses of action available, and the selection of investigator skills has a significant effect on the outcome of the adventure. One of its largest advantages is that there is a real **need** for this type of adventure. It is hard to find enough time or players to run a regular **COC** campaign, or even a module. Thus, this solo adventure is doubly welcome. The investigators provided are relatively "supercharged", they average around 450 skill points each, including bonuses, allowing your investigators a wide range of skills. I hesitate to provide more information on this module since half of the fun of a **COC** adventure is finding out what is going on. Let is suffice to say that this adventure is both interesting and enjoyable. and should provide quite a few hours of amusement.

The only real flaw in this adventure that it is a bit **too** deadly. In fact, the victory level is determined by how many investigators get killed before you save the world! Most of the other inconsistancies that crop up, your character doesn't appear to have any trouble carrying a loaded shotgun onto a passenger plane, for example, are also attributable to the solo adventure form itself rather than any weakness with this particular module.

All in all, a thoughtful and engrossing adventure. Recommended for all **COC** players, and highly recommended for those who like **Call of Cthulhu** but can't find a regular campaign to play in.

Alone Against the Dark
Published by: Chaosium Inc.
Reviewed by: Lawrence Person
Designed by: Matthew J. Costello
Price: $8.00
Complexity Level: Low
Rules Clarity: Good
Graphics Quality: Fair

Run amuck in Peru!

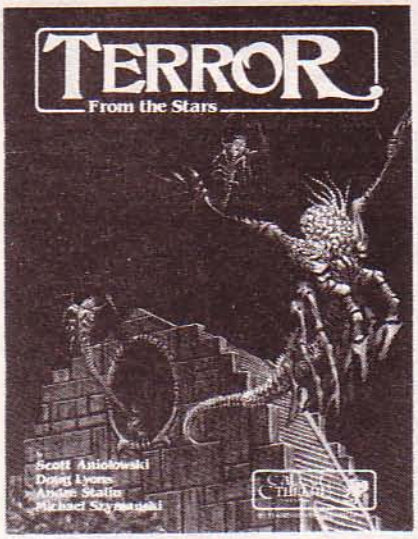
Terror From the Stars depicts adventures into South American temples of unknown origin to fight and gain knowledge in the Cthulhu Mythos. This module contains two scenarios and a manual on an investigations society. The scenarios come with background notes about South American societies and cities, journal and newspaper excerpts, pre-rolled non-player characters and monsters, maps and pictures of artifacts. The manual is a detailed description of the Theron Marks Society (a special investigation team to do away with Cthulhoid beings) which explains how to go about investigating such mythos and the type of equipment needed. The players need to provide the dice, player characters who are experienced and have a Cthulhu mythos skill, pencil, paper and an imaginative gamemaster.

The manual is a very needed piece of equipment for every game. I don't know

why it was not thought of earlier. The neat thing about it is that it paraphrases and summarizes, in plain English, what **Call of Cthulhu** is all about. Every adventure should follow this guideline. The only thing I stress is not to build organizations all over a campaign to the point where they are used as crutches for investigators. Organizations such as these are not omnipotent or omniscent. But nevertheless, at least one adventure with the use of such an organization can provide as a helpful resource for knowledge and even insane entertainment.

The scenario **The Pits of Bendal Dolum** is the very typical but fun scavenger hunt for a lost temple. I really liked the author's description of the terror and unspeakable horrors the investigators find in this adventure. It is fast-paced and keeps the investigators on their toes before they drop to their feet! It runs smoothly and has a clear cut order of episodes. This adventure plays for a couple of hours, but can have at least two sittings.

The Temple of the Moon can be



combined with the previous scenario as an aftermath like in the soap opera, and indeed this adventure is one. The investigators suddenly find themselves with a priceless artifact of Cthulhu origins that three groups will stop at nothing to get at. The chase ends in Peru at a dig site for a temple. The artifact is part of a big puzzle which adds to the quaintness of the scenario. A lot is left to the game master on how to act the non-player characters. Unlike the first scenario, it is not a guided tour, it is a run amuck.

For both scenarios, I did not like the lay out of the paragraphs. There is so much information that if a game master had to go back to look it up it would take time to read the whole paragraph over again. This stalls game action and injects boredom. Otherwise, they are good scenarios for a short campaign into good old Cthulhu playing.

The whole package is ideal, expecially with the manual it makes it well worth the price. I would recommend this module to avid Cthulhu players. Remember, when playing the scenarios, have a happy voyage and don't drink the water!

Terror From the Stars
Reviewed by: Lisa Cohen
Published by: Chaosium, Inc.
Designed by: Scott Aniolowski, Doug Lyons, Andre Stalin and Michael Szymanski.
Price: $10.00
Complexity Level: Moderate
Rules Clarity: Good
Graphics Quality: Good

PAPER MAYHEM

"The Informative PBM Magazine"

Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM: fantasy, science fiction, historical, and sports. Each bimonthly issue brings you the latest on various PBM games.

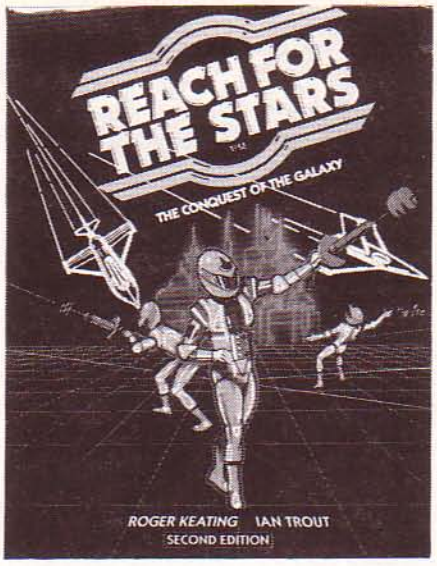
So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

Subscriptions to PAPER MAYHEM are: 1 year subscription $16.80
2 year subscription $29.40

(Subscriptions to Canada add $4.00 per year. All subscriptions payable in US funds. Allow 6-8 weeks for delivery.)

PAPER MAYHEM, DEPT. C, 1518 ADAMS ST., OTTAWA, IL 61350-4764

Reach For The Stars
Strategic Studies Group
Commodore Version $39.95
Complexity Level: Low
Rules Clarity: Excellent
Graphics: Excellent
Reviewed by: Bob Ewald
Designed & Developed by: Ian Trout & Roger Keating



Reach For The Stars (RFTS) is a game of galactic exploration and conquest. Roughly similar to the board game of **Stellar Conquest**, it is different enough to be its own game.

The game allows up to 4 players, with the computer able to assume all four positions. The goal of the game is to accumulate more victory points than anyone else by the last turn. If any player collects 512 points more than the other three players combined, then at the end of that turn he wins an overwhelming victory, and the game ends.

One of the nice things about this game is that it has so much flexibility. First of all, there is a tutorial by which to learn the game. The tutorial will take you step by step through a sample game for the first three turns. After that, you can start a new game, or finish the one you've started. Once you understand how to play, the options allow random events, which are more annoying than serious, decreased informational intelligence, more intelligent computer players, automatic movement of ships, selection of game length (1-255 turns), and the changing of randomizing of the construction and victory points costs of each item.

In playing the game, production is very important. This is because you can either produce ships and/or tech development, or you can save the points and use them to develop more planets, increasing your economic base. The economic concept of guns vs. butter comes into play here. You must find the right balance between building up the military and expanding the economic base. During production, which comes at the beginning of odd numbered turns, you can build industry, planetary development, tech development, transports for colonists, planetary defense, and of course, ships.

Industry increases production, if there is any capacity left. Planetary or social development improves the planet's environment, either permanently or temporarily. Tech development is required to get the better ships and planet defenses. Transports can be used either for colonization or planetary invasion (Give those babies blasters!). Planetary defense cannot be moved, is slow to build, but it acts like ships of your current tech when the planet is attacked, and is cheaper to build. Ships come in four tech levels, each level progressively stronger and faster.

Each turn has up to four phases: 1) Production (if any); 2) Movement: 3) Withdrawal: and 4) Planet Attack. Each player does his production and movement phases together before going to the next player with computer players following the humans. The withdrawal phase allows you to retreat one fleet to whichever star you wish, with the remaining ships staying to fight another round. The planetary attack phase allows you to attack the planetary defenses of an enemy planet if you control the space over the planet.

Combat occurs when warships of two opposing players meet in a system. The combat factors are added up, compared against the other side, and percentage losses are calculated through a random factor. The percentages are **generally** between 10% and 50%, so you end up with some strange tactics. One thing it does mean is that you must find an optimal force size, because past that point, the larger the attacking force, the greater the attacker's losses. For instance, given that 100 ships attack 16 planet defense (P.D.) at the same tech (P.D. is treated as ships in combat), assuming 10% losses for attacker and 50% for the defenders:

Attacker Round	Ships End Of Round	Lost	Defender Ships End Of Round	Lost
0	100	0	16	0
1	90	10	8	8
2	81	9	4	4
3	73	8	2	2
4	66	7	1	1
5	59	7	0	1
		41		16

As you can see, the attacker lost 2.5 times as many ships as the defender, even though the defender had 5 times the loss rate, and 1/6 the forces. But before you say the attacker **should** lose more than the defender, let's look at what happens when the attacker has only 20 ships:

Round	Ships	No. Lost		
0	20	0	16	0
1	16	4	11	5
2	13	3	8	3
3	10	3	6	2
4	8	2	4	2
5	6	2	3	1
6	5	1	2	1
7	4	1	1	1
8	3	1	0	1
		17		16

Here the attacker's losses were nearly equal to the defender's, even though the attacker's loss rate was twice that of **before and the defenders lasted longer.** And while the loss rates in this case were only estimated, I think you get the point. I like to use the number of ships in an attack equal to the defender's strength plus 20% (With at least an equal tech level).

Another tactic I use, the computer players being the only ones who sit around long enough to make it worth while, is to send a Mark I transport to the system where there are lots of enemy ships (100+ preferably). For the cost of 5-10 victory points, you can usually kill off 5-10 enemy ships. While I would not recommend this tactic in short games, in long games I have seen this mean the difference between losing and winning the battle.

In the movement area, I suggest only one thing to watch for. If you are using the dust cloud option, the computer does not steer you around the cloud. Instead, it seems to subtract a certain number

REACH FOR THE STARS

from the movement allowance, and then subtracts the movement allowance from the distance to the target. Not only that, but it doesn't take the dust cloud into account when it shows distance.

All movement, however, puts your ships into hyperspace as soon as you hit "Q". As such, your ships are committed until the ships reach their target. Because of this, be very careful when sending fleets from different locations. Many a battle has been lost because the different fleets did not arrive over the target on the same turn.

All things considered, I really enjoyed the game. I feel parts of the combat system are illogical, but the game as a whole is great. Unfortunately, the game is only on the APPLE and COMMODORE. I found out that ATARI and IBM versions are not on the horizon, so that leaves those folks out in the cold. So find a freind with an APPLE or a COMMODORE, put in your disk, and **Reach For The Stars.**

How To Be A Better Space Admiral — Tips For Reaching For The Stars

by Bob Ewald

Now that you have gotten a copy of **Reach For The Stars (RFTS),** you will need some strategy hints to get you started. I'm not saying that the following are the best strategies possible, but my friends and I have played the game extensively, and this is what we have come up with.

The main strategies used depend on two factors: The number of computer players; and whether you are playing a short or long game. For purposes of this discussion a short game is 40 turns, which is the default length of game in **RFTS.**

I will first deal with the number of computer players. (In a four player game, there aren't any computer players .) In the one human player game, the CP's start out attacking one another, but they soon turn their attention to you, if you get into first or second place in the standings. So this means you need to find four or five good planets and start planning to take the CP's planets. At this point be sure to have your main force away from your systems but close enough to get back in one or two turns. This is because you probably won't win the initial battle over your planet, but if you let your planetary defense whittle the attacker down, you should be able to take it back.

In a two or three CP game, the CP's are much more interested in human flesh so you must put more into offense and gain planets by conquest. Here, I like to develop just 2-3 planets and then start conquering.

A warning here. If you play "lets take out the computer first" strategy, be careful that the CP doesn't win quickly by taking two planets (a decisive victory is gained by having 512 points more than the other 3 players combined.). This is especially common in long one CP games.

In all games the computer player is more aggressive at the tougher levels. With the enhanced veteran level, I am sure they get economic advantages as well. Usually CP's start attacking other players around turn 15, but I have seen attacks as early as turn 5.

With a short game length, you can't spend much time on developing planets. The points you spend must give the maximum VP gains you can get. Therefore, here I suggest you assume a very aggressive game and spend your points mainly on ships, using conquest to expand your economic base. However, tech R&D becomes a gamble. You can use it to kill more efficiently, or you can hope no one else is and spend it on ships. Against the CP's I wold build to Tech 3 and then ease off. In the longer games, I put more into development to allow a stronger native economic base. I still spend heavily for R&D until Tech 3 though.

Another major factor in long games are novas. These seem to pick on the lead human player, but I'm not sure if that is the case, or just my paranoia. Novas destroy the system and all ships in it. That is why I suggest keeping 1000 points in the global resource pool starting turn thirty and lasting until the novas seem to have stopped. This allows you to rebuild a nova destroyed system.

To build-up a system: The best method we found, was to start by dumping the colonists on the rock. In the following build phases, build the social level up to one hundred as fast as possible. Since you can put only a hundred points into the social level a turn, put the rest into industry until it is built to max. Be sure to build a couple of planetary defense systems just to fend of reconnaissance groups. When the industry and social levels are built up, start putting points into planetary environments and defense. As far as population, I like to keep it near max early in the game, and then scale it back to forty when I start having too many people floating around.

So those are the tactics we have developed. Here are a few points to remember:

On computer playing:

1) Computers don't build planet defense past level 30, so figure overcoming that number.
2) CP's build up one massive fleet, so send in Mark I's or transports to keep track of it and whittle it down.
3) Enhanced veterans can see all the stats on you except your ships, so plan on it.
4) CP's generally will not stay in one area. They try to take all the best primary plants.
5) CP's are programmed for the forty turn game, so if you are going to lose, it will probably be about turn forty.

On human playing:

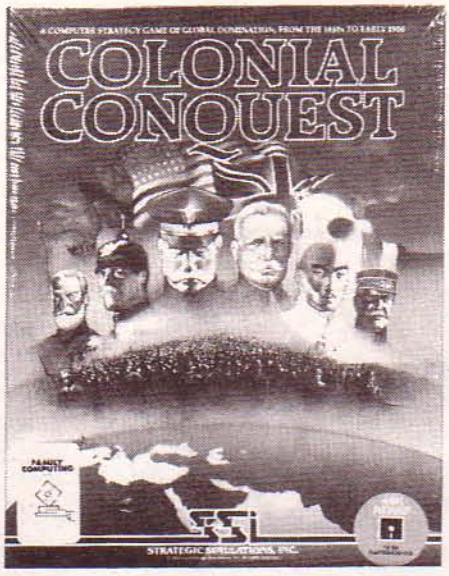
1) Growth is on a sliding scale depending on social level. At forty you lose/gain no population. At zero you lose 25% of your population a turn. At one hundred you gain 10% per turn. So think ahead when building transports.
2) Keep a picket ship over each planet. This discourages scouts and tells you when the unwelcome wagon arrives.
3) Don't go into combat with overwhelming odds, you just waste ships. Send 10-20% more force than he/she/it has.
4) Don't try to colonize too many planets at once. The faster you develop a planet, the better. Colonize only when you have excessive resources.
5) Remember, the F1 button takes you out of a menu, but erases what you did. (Q)uit locks you into that action.
6) If playing a game without the limited intelligence option, don't build planet environment until necessary, and then only by increments of five. The planet environment number is shown on the systems display so odd numbers make it obvious that someone is there.
7) Always save your game on two disks. The Commodore version seems to lose the file occasionally.

Well, I hope this will help enjoy the game more. Happy hunting!

WHAT COLONIES?

When I was first introduced to wargaming, it was in the traditional way; six people sitting around a **Risk!** board having fun driving each other into the sea. The success of **Risk!** was that it was a simple game that didn't require a law degree to decipher the rules. **Colonial Conquest** will remind you of those nostalgic games of the past. The problem comes when you remember why you bought the game in the first place.

The game is for one to six players, each assuming the position of the imperialist powers at the end of the nineteenth century. As Great Britain, the United States, France, Germany, Japan or Russian, your goal is to build an empire by conquering the undeveloped



areas of Africa, Asia, and South America. At your disposal are two types of forces, troops and fleets, who (hopefully) occupy the territories you dispatch them to.

The turn consists of four seasons. During the spring, the player is allowed to purchase troops and fleets, fortify his territories, loan money to neutrals or fellow players, spy on future conquests, and attempt to subvert those territories that proved too tough to conquer. All these activities are financed with the income that his territories earned. The player then gives orders to his troops and fleets to send them on their way. During the summer, fall, and winter turns, only orders for movement are given.

Fleets become very important since oceans are incorporated in this game. Each ship carries a thousand troops, so it will take a healthy investment to move a large army across the seas. However ocean movement is unlimited; that is, you can move anywhere in the world within one season. No wonder that a large fleet with an equally large army can cause consternation among your opponents! Troops can move into adjacent land-connected provinces, one per season, which accents the mobility of fleets even more.

Conquest is not a simple walkover in this game. Each territory is populated with native or your opponents' troops, who will certainly oppose your attempts to annex their territory. Each of the players' troops are rated for effectiveness with Britain first and Russia bringing up the rear. These factors, the number of troops involved, fortifications (if present), and the terrain value of the territory involved are all factored into the outcome. I wish combat was as simple as it sounds. For instance, fleets carrying troops for an invasion encountering another fleet opposing it, could be defeated and lose all of its on-board troops, yet return to its home port safely. There are other equally bizarre situations described in the rules, none of which seem too logical.

Winning the game is simply amassing enough points to reach the goal selected by players at the beginning of the game. Points are earned for winning battles on land, controlling territories, or for controlling all of the territories within a region.

Colonial Conquest offers several options to vary the game play. Every player can be handicapped up to nine

DUELMASTERS

Tired of your old campaign? The arena-cities of Alastari are looking for a few good gladiators. Now you and your friends can battle like the heroes of old in **DUELMASTERS**,™ the ongoing campaign by mail where gladiatorial combat is a way of life.

is the most realistic and intense combat you will ever experience. Step into our world. Victory, disgrace, or death await you on the arena sand ...

Write for our free, no obligation set-up and rules.

Turn fees are $4.75 for one gladiator and $1.50 for each additional warrior up to 5 (an average of $2.15 per duel for a team of 5). You may fight some, none, or all of your warriors in a turn and you only pay for what you play.

Write to:
Reality Simulations, Inc., P.O. Box 27576, Tempe, AZ 85282, (602) 967-7979.

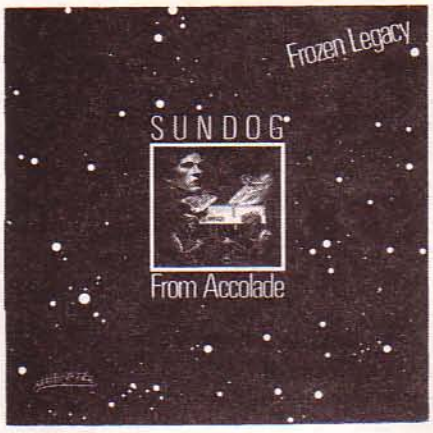
levels, which basically gives him more troops, fleets, and money to start with. You can have the computer assume the position of any or all the player positions. Be forewarned that the computer is programmed to go after the leader whether he be human or machine, and it will take a little cunning to slip by for the victory and avoid a gang-up by the computer players (or human players, for that matter). Three scenarios are offered, two of them based on the geopolitical situation in 1880 and 1900.

My complaint about **Colonial Conquest**? It simply does not simulate the era of imperialism as the designer would have you believe. The game is more akin to **Risk™** than a game about history at the turn of the century. The European powers did not send huge armadas to conquer the rest of the world; that era was known more for its lack of warfare. Control of the Third World was based more on economic exploitation and political arrangements and less on military efforts. Make no mistake, **Colonial Conquest** is a **good game** and provides a lot of fun, especialy with five or six players. My caveat is to those who think they are buying a game that simulates the Age of Imperialism.

Some final notes: Play will proceed better if you use the joystick option rather than the keyboard; it just takes too long to maneuver all over the map pecking at keys. It would also be nice if the rulebook for such a simple game as this would reflect that simplicity. The average newcomer would be put off at the size and terms and case numbers that abound. It's a waste and a better effort could have been made here. When introducing your friends to the game, just put the rules aside and get ready for some fun.

Colonial Conquest
Reviewed by Robbie Robberson
For Apple II series (64 K), C-64 and Atari
Published by Strategic Simulations, Inc.
Game Design: Dan Cermak
Game Development: Joel Billings and Chuck Kroegel
Price: $39.95
Complexity Level: Low
Rules Clarity: Fair
Graphics quality: Good

Sundog: Frozen Legacy



The freighter **Sundog** *drops out of hyperspace on the edge of the Ferring system. You smile as you plot a course for the planet Ferr. Your cargo of nullgravs and comgear should bring a high price, and help free you from the spectre of lifetime slavery.*

Suddenly, the strident howl of the klaxon disturbs your reverie. With a curse, you shift to tactical mode, and the image of your enemy appears before you: a Phantom-class attack ship.

With battle-tested skill you engage your shields and ion cannon. The Phantom is a deadly opponent, but he is soon to learn that the captain of the **Sundog** *is a cut above the average tramp freighter captain.*

Sundog: Frozen Legacy is a computer role-playing game from FTL Games/Software Heaven, Inc. Originaly written for the Apple II by Bruce Webster and Wayne Holder, it is now available for

Announcing!

The first annual wholly bogus

Designer's Choice Awards™

the Least Expensive Awards in the Industry™

Inexpensive! At only $6.00, the **Designer's Choice Award™** is infinately cheaper than an H.G. Wells award and far less insulting than the notorious Critic's Guild Award.

Stack the Polls to Your Advantage! Yes, for the first time in history, you too can afford to be an award winning game author. Just invent an award catagory and send $6.00 along with the title of the game, the award catagory, and the designer's name to:

Designer's Choice Award
P.O. Box 2712
Fairfax, VA 22031

- You will receive a handsome **Designer's Choice Award™** Certificate suitable for framing plus, if you act today, you will receive a personal letter congratulating you on winning your wholly bogus **Designer's Choice Award™**
- A great gift idea!
  Send awards to all your 'good old boy' game designer buddies.
- Achieve Status CHEAP!
  Order five or more award certificates for $5.50 each! Make your game win in multiple catagories! Design the first game ever to win ten awards! Plus, as an added bonus, when you order five or more awards for the same game you will receive the special one-catagory-fits-all BEST AMATEUR MAGAZINE award FREE!
- Special One Time Introductory Offer:
  Send in ten copies of your game and get the award of your choice absolutely free.

This is an offer from the wholly bogus Designer's Choice Awards Committee of One, an Equal Opportunity Awards Dealer

the Atari 520ST. It is the ST version which I played, and it is, in a word, magnificent.

The player takes the role of the captain of the freighter **Sundog**, who must aid in the construction of a colony for a religious group. This is not an easy task, and, should the player fail, the alternative is slavery in the glass mines, or death at the hands of corsairs in deep space.

To accomplish his mission, the player must first **find** the colony, then deliver the goods needed to complete it, and locate the cryogenically frozen colonists scattered throughout the twelve inhabited systems of the Drahew Region.

In addition, the new captain must buy and sell goods, repair his ship, purchase supplies and weapons, and all the while remain on the lookout for muggers and corsairs, who will attack the player, seeking to rob him or steal his cargo.

Sundog is referred to as a "Zoom Action" game, meaning that as a player enters an area of importance such as a bank, tavern, or spare parts shop, a window pops up on the screen, revealing a graphic representation of the location, in which the character may move about, purchase items, speak to proprietors, play slot machines, and so on. Windows also pop up to indicate character status (levels of rest, vigor, health and nourishment), to show the contents of ship's lockers and the condition of the ship's engineering bays.

The character may travel through cities or cross-country in **Sundog**'s mobile cargo pod. The cities are beautiful expanses of exotic-looking buildings, including banks, bars, parts shops, tube stations and exchanges where the character may purchase goods for trade in other cities or star systems.

The planetary maps are similarly impressive, ranging from frozen, arctic wastes to river-crossed alpine worlds and arid desert lands.

Travel between star systems has a very realistic feel, and is easily controlled with the Atari's mouse (or the Joystick in the Apple version). The **Sundog** must travel sublight until sufficient energy is accumulated for a warp jump. Unfortunately, space is crawling with various pirates and corsairs, all determined to attack **Sundog**, forcing the player to jettison cargo, or, failing that, to blow the little freighter to atoms.

In bars planetside, the player may purchase many items, among them burgers (apparently the staple food of the Drahew Region), peptabs (space-age uppers), nutrapacks, weapons, and numerous bootleg items which will increase his ship's firepower and travel capabilities, as well as cloaking devices which will make the **Sundog** invisible to the searching pirates.

Sundog: Frozen Legacy is a near-flawless game. My quibbles were minor: the map scrolls in jarring jumps rather than smoothly, hotels are almost useless to the character, it is a little too easy to bluff your way past muggers, etc. But, as I said, these problems were negligible.

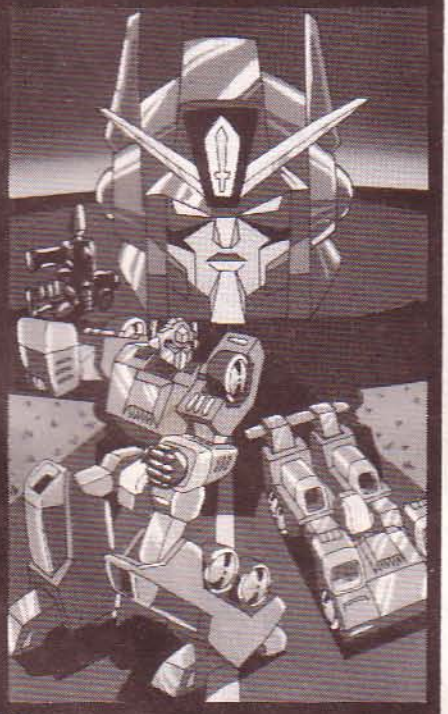
This is not an easy game. The character not gunned down by muggers is usually blasted by pirates or killed in other novel ways. Going broke is a constant problem, and it is possible to become lost on a planet's surface and starve to death. Even with the option to save the game periodically, every restart after the character's death docks the player ten points. And, since there are nine phases in the construction of the colony, each with a new batch of goods to deliver, the game is also **long**.

So, if you're ready to test fate, fire up your warp engines, and battle the odds for a chance at your fortune, **Sundog: Frozen Legacy** is a marvelous adventure.

Sundog: Frozen Legacy
Reviewed by: Anthony Pryor
For Apple II, Atari, sT
Published by: FTL Games / Software Heaven, Inc.
Designed by: Bruce Webster and Wayne Holder

TAKE TO THE STREETS!

Take action to the streets with this exciting supplement for MEKTON. With ROADSTRIKER, transforming Mechacars, Personal Armors, Advanced Police and other hightech mecha are at your command! Add new dimensions to your MEKTON campaign: danger, drugs, fast cars, and Mechabikers all come together in the exciting police adventure, ARCADIAN DEATHROAD, included in ROADSTRIKER! ALSO INCLUDED—TRANSFORMABLES—a new expansion for designing multiform, multi-environment mecha. NOW!—ASTROFIGHTERS, HYDROFOILS, TANKS, WALKERS, BEASTMECHA and MANY OTHER EXCITING TYPES can be added to your MEKTON Campaign. ROADSTRIKER—Now the Streets belong to You!



ROADSTRIKER™ from
R. TALSORIAN GAMES INC.
Box 2288, Aptos, CA. 95001-2288

by Tim Bailey and Michael DeWolfe

RUNNING THE GAUNTLET

Strategies for Designing Levels and Playing Lode Runner

Lode Runner is an arcade style game by Broderbund Software. We've had a copy for some time now and have compiled some interesting strategies for playing the game. We've also developed some novel techniques for designing levels.

PLANNING YOUR ROUTE

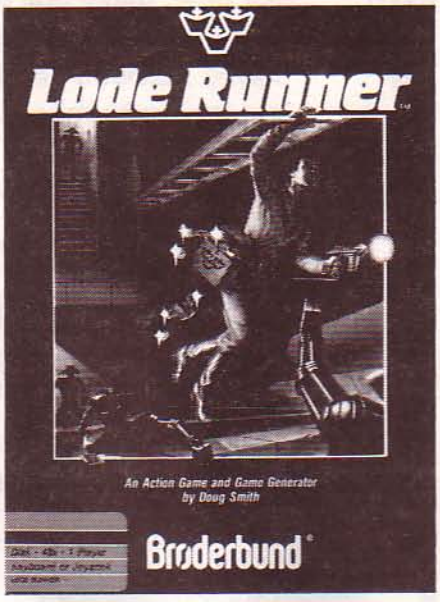
Planning your route is essential before starting a difficult or untried level. When a level begins, you have as much time as you want before you begin playing. Trace out a route in your mind. Ask questions like: Where are the boxes? Where are the enemies? Where might they go? Where could I be trapped? Take a minute or two at most, it can save some surprises. Don't forget to use the ESC button when you get confused. It comes in very handy if you need to rethink your strategy.

PLAY STRATEGIES

ENEMY MOVEMENTS

One fundamental bit of information about your 'enemies' to keep in mind is they are basically stupid. This can be put to your advantage quite easily. There are several basic factors an enemy takes into account when it is chasing your character. There are exceptions; but we'll get to those later.

First, they consider your position. If you are above them, they move upwards. If you are below them, they move down; and on level 'ground' they run towards you. However, other factors can change these responses. When you and an enemy are on the same level they normally run towards you. If they do not, there are two ways to explain this. Either there is a trap floor somewhere between the two of you or there is a blank space that can trap and permanently hold an enemy. The first case shows that the enemies know exactly where the trap floors are at all times, while you have to guess and observe. The second case does not apply if two enemies on the same level are running towards you; one falls in the space while the other runs over its head and at you.



Another case of them moving towards you occurs when they are on the other side of a single block wall. If you move to the same level they're on, most often they move up next to the wall. When you move away from the level, they remain in place.

Unpredictable actions occur when one or more enemies are chasing you and you move to another level. When this is done some move towards you, others move away and still others move back and forth in a confused manner. You can easily predict how they move using the following method. If there are two or more ways to leave a level, divide the space between the two accesses in half. Those on the nearest half move towards you, those on the other half move away. This is the case if you move one level above or below the 'take off' point. If you move through two levels, the pattern reverses; those closest move towards you as you reach the first level but move away as you reach the second.

This problem continues when enemies take to ladders. There is a spot, close to the bottom of a ladder, which when you stop at it, make them reverse their direction and move away. If you are trapped at a spot where the only escape is up an occupied ladder, this technique can be particularly helpful. To find the spot, climb up and down the bottom of the ladder and press the space bar when you've found it; this holds you in place until you decide to move. The technique is applicable to ladders that reach up more than a third of the screen. Once you are familiar with the tactic, it can save you four out of five times.

DIGGING

Digging is your only defense against the enemy, besides your wits. When digging pits, keep in mind how many enemies you wish to bury. If just there is one enemy, then two or three holes should suffice, whereas two need three to five holes to bury. Larger numbers need about two or three holes per enemy. Actually, the largest number of effective pits you can dig is between nine or ten; past that point, holes begin to fill up as new ones are created. When you stop to dig while being chased, put at least two or three spaces between you and the enemy. If you don't have this room, keep moving; you can always move faster than enemies. Use caution when digging. If you dig too many holes without a route to escape, the original holes may fill before the enemies get to them and this leaves you no place to run. Remember that a trapped enemy can function as a solid brick while it is trapped. This allows you to dig holes on either side of the enemy and escape; leaving him no easy route to safety.

Remember that if enemies enter a dug out brick through the side, they are not trapped unless it fills in. This has its advantages and its offsets. Only trapped enemies are worth points and give up their boxes. Enemies who enter through the side can leave when they want. But, as explained earlier, it's possible to make enemies move where you want them to and therefore you can keep them in one place until the pit fills up.

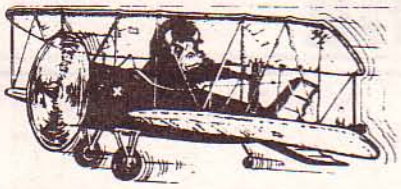
PLAYING CONCLUSIONS

Remember the following points:

— Map out your strategy ahead of time.
— Control your enemies through your own movements.
— Dig the right number of pits.
— Bait them into traps and holes.

Do not ignore the fact that the enemies' only purpose is to kill your character. This is all they attempt to do, and they keep trying until they succeed, or they are buried. And even then they return to take another crack at you. In their endeavor to do so, they will use their miniscule resources and wits to the best advantage. Use yours similarily.

Next issue we will look at the designing of your own levels and how to make them as interesting as the originals.



Play-By-Mail Since 1970!

STARWEB®

"the Classic PBM Game."

- If you are thinking of trying play-by-mail for the first time, make **Starweb** your first PBM experience.
- If you are already participating in PBM, and haven't played **Starweb** yet, fill that gap in your experience and try the Number One game.

Starweb gives you plenty of choices!

If you like to wheel and deal, negotiate, and trade, you'll want to be a MERCHANT or an ARTIFACT COLLECTOR. If accumulating more and more is your thing, you'll want to be an EMPIRE BUILDER. If you want to kill, maim, and destroy — to show the galaxy you're the toughest guy in the universe, you'll want to be a BERSERKER or PIRATE. And if the subtle type, you'll want to be an APOSTLE. For more information about Starweb, send $1 for a copy of the rules (please do not ask to be in a game until you have read the rules).

Call us!
We're easy to reach!

If you like, phone us — we're easy to reach at (602) 945-6917. Our office is staffed just about 24 hours a day, 7 days a week. We will be happy to answer your questions, solve your problems, or sign you up for a game on the spot.

If you manage to call when no one is here, we also have a 24-hour answering machine you reach at (602) 994-0658 where you can leave a message of any length.

(602) 945-6917
7 days a week
24 hours a day

Answering machine number:
(602) 994-0658

P B M A

We are members of, and support, the Play By Mail Association, which is dedicated to promoting responsible play-by-mail moderating.

Play-by-mail is perfect entertainment for someone who:

- likes to participate in multi-player games but can't find enough opponents;
- enjoys meeting new opponents;
- loves spending hours planning and replanning a move;
- has limited time available for playing and at odd hours of the day;
- wants more mail.

If *any* of these categories describes YOU, then mail this coupon TODAY!

☐ Send me a free catalog!
☐ Here's $1. Send me the rules to **Starweb**!
☐ Here's $5. Send me the rules to *all seven* of your games!
☐ Send me information about CompuServe, too!

Name _____

Address _____

City/State/ZIP _____

Please mail to:

Flying Buffalo Inc.
PO Box 1467
Scottsdale, AZ 85252-1467

You don't have to have a computer to play our games. But if you do have a computer (of any type), and a modem, and you can get access to one of the computer networks, you can send and receive your turns by ELECTRONIC MAIL through CompuServe, The Source, or MCI Mail. If you are a CompuServe subscriber, go to page GAM-41 and read all about Flying Buffalo. You can even sign up for a game on the spot! If you are a Source or MCI subscriber, send us an EMAIL for a quick response.

Regular play-by-mail games have about a 3-week turnaround. But EMAIL subscribers can sign up for much faster games. We have games which have turns every week, and even *twice a week*. Special tournaments are sometimes run which have multiple turns over a single weekend. We have been working with EMAIL for years, and we would love to show you how it works. If you are not currently on a computer network, call and ask us about CompuServe (our preferred choice).

our EMAIL addresses

CompuServe: 76703,703
The Source: TCV448
MCI Mail: FLYING BUFFALO
Telex: 6501138241

It Lives, Igor. It Lives!!!

It is a dark and stormy night. High atop a weathered crag in the province of Tempe in the mysterious land of Arizona stands a forbidding, lightening crowned castle. Deep in the bowels of this massive keep, there is a furious activity. Working at a frantic pace, Baron Herr Doktor Realistic von Simulation finishes attaching a tangle of electrodes and wires to a huge, sheet-draped figure lying motionless on the operating table. Once the fair-haired wunderkind of Play-By-Mail gaming, von Simulation had electrified the PBM world by boldly advancing the theory that a computer-moderated game could be made from the Conan saga. The cheers had turned to jeers, however, when his cration never even twitched. Fleeing from the caustic remarks and snide comments of former friends and foes, The Baron had sequestered himself and his faithful servant, Igor, in his laboratory and continued his unholy experiments.

Tonight would be the night. The storm overhead was crashing its way to a climax of electrical fury as von Simulation threw switches and turned sinister looking dials. The hum of machinery rose around him accompanied by blinding arcs of electricity as he made his way to the operating table. Sensing no movement, he lifts his face to the hunched figure in the belfry above. "Raise the kites, Igor! I must have more power!", screams the wild-eyed professor. A brutish and totally unprintable reply from above is swept away by the gusting wind, but the kites do indeed rise higher. With a deafening crack, the mother of all lightening bolts races through the wires, blasting the elaborate equipment into flinders, and enters the creature's body. As the smoke clears, von Simulation opens his eyes to see the massive form on the table slowly rise to a sitting position. As the sheet falls from its body, it fixes the Baron with a loutish gaze and rumbles, "By Crom, this calls for a drink and a woman — and not necessarily in that order." Pandemonium reigns. The thing lives. As **Hyborean War** lurches from the table and staggers toward the stairway leading to the outside world, all of gamedom holds its breath and watches.

Yes, **Hyborean War** lives. I know because I have an actual turn in my hand and, friends, it is one heck of a turn. Over eight pages in length, it is written in "character" and covers all aspects of my kingdom of Kusan. Since Kusan is classed as a "small" kingdom, the reports for the two larger classes of kingdoms must be truly impressive. On top of this, Reality Simulations also returned my Turn Order Sheet and all of my actions were properly input. Finally, a new "smart" Order Sheet for nect turn was included. For those of you who have never used a "smart" turn sheet, you have a treat in store for you. Basically, the computer prints appropriate fields for all "legal" moves. It also makes logical assumptions based on your previous turn and prompts you by including partially completed orders. You don't have to recognize and use those prompts but they sure are helpful. Nice touch! By golly, we've got a real game on our hands here!

Like many of the "older and wiser" PBM veterans around, I shook my head and wrote off **Hyborean War** when the delays started. Then when they announced that they were going to have to upgrade to a mini system, I figured that we had seen the last of Conan. Pity! Sorry about that. Anyway, **Hyborean War** joined **Sea Wolves** and **Lords of Valetia** in my category of "Big Ones That Got Away". To make a long story short, when I got my first turn back (after almost a year of delays), I ladled up a heaping plate of crow, topped it off with a slice of humble pie, and sat down to write this.

Since this is more a public service announcement than a mini-review, I will say that the turn was well worth the wait. Those of you who had adopted a "wait and see" attitude about **Hyborean War** should get off your fanny and send for a free set-up. That's right! It's free. After that, turn fees are based on the size of your empire. Small ones cost you $4.00 a turn, Medium empires are $6.00, and Large empires are $8.00. There are no other "hidden" fees or charges. Should you decide to get a second set-up in another game, there is an $8.00 fee for the second set-up package. Based on what I got in the way of turn results for a Small empire, you should get your money's worth at any level you choose.

Hyborean War is projected to have due dates every three weeks beginning in November/December of 1986. After players have had a few turns to get used to play, there is the possiblity that this may be tightened to 18 days. While there may be a few rough edges still remaining, Realtity Simulations deserves a great deal of credit for biting the bullet and doing what it took to get **Hyborean War** onto the market at the level of quality that they had promised. Good for them! So if you are a fan of the Conan Canon, this one deserves a look — especially since that look is free.

Title: **Hyborean War**
Moderator: Reality Simulations, Inc.
P.O. Box 26908, Tempe, AZ 85282
Set-Up Fee: None
Turn Fees: See Article
Extra Fees: None

AD ASTRA OR DARTH VADAR AND THE IRS

This is probably going to be one of the more difficult reviews I have ever written. Bear with me while I agonize. A great football coach once said, "A tied game is a lot like kissing your sister." I'm afraid that **Ad Astra** has had that effect on me. Like my sister, **Ad Astra** is a decent, honest, and respectable. There is very little bad that I can say about her (and it). But doggone it, something is missing.

Ad Astra is a computer-moderated, fixed-deadline multi-player science fiction game on the strategic level. (Whew!) There are no "hidden charges", combat is free, the turn results are clear and well organized, and the turn sheets are relatively easy to complete. The game master is closely involved with the game and is very responsive to player suggestions. The program that runs the game doesn't appear to have any bugs and I have never had an error - either in input or output. The game encourages inter-player diplomacy and there are ample provisions for such activities both inside and outside the game system. On top of all this, the fees are reasonable and deadlines are met with the consistancy of - well, deadlines. Your setup contains a four section map of the playing area which, when pieced together, forms a giant hex. However, the best thing you get is one hell of a rule book. This set of rules could serve as a model for aspiring PBM designers and a sharp criticism of much of what is loosely termed "rules" in PBM today. What can I say? It is well written, carefully organized, it even has an index, for goodness sakes, and is crammed with useful charts and tables.

The purpose of **Ad Astra** is to build an empire of star systems whose Gross National Product (GNP) can be used to build the ships and weapon systems necessary to both defend what you have and to expand - generally at someone else's expense. The game ends when a player or group of players has amassed enough Victory Points to equal a preset secret total derived from player input at the first of the game. The kicker is that Victory Points come from unused GNP points. That's right, folks. It's guns or butter with a vengeance! For those gamers out there with a long memory, **Ad Astra** owes much to the old board game, **Stellar Conquest**, which I still consider one of the best "game player's" games of all times. **Ad Astra** is faithful to this classic in both feel and subject matter and if you lose either one, you ain't got nobody to blame but yourself. Probably the best comparison to make is to Duplicate Bridge where everybody is dealt the same hand. It's all in how you play it.

The economics of **Ad Astra** are straight-forward with a lot of subtle nuances. Basically, each star system you own has both an optimum GNP and an actual GNP which fluctuates based on a number of factors such as your Tax Rate, military activity, and development. Generally, the higher your Tax Rate, the slower the growth of your GNP. Each turn these systems produce their GNP and a percentage of that figure (based on your Tax Rate) is placed into your Treasury for your use in building your navy. The percentage that is untaxed becomes Victory Points. The trick here is to tax enough so that you have enough ships to protect and grow while still staying in the race for victory. Even if the game were solitaire, it would be a challenge to find the right mix; but, when you add in 50 or more other players just as aggressive and wily as yourself, then (in the immortal words of Hammer's Slammers) the cop is sure to hit the blowers.

What do you get for your military expenditures? Well, you can buy anything from a Transport to a Space Station with quite a nice selection of choices in between. In all honesty, there are not a lot of imaginative types to choose from, but they cover the full range of reasonable needs. You have your Destroyer (fast, cheap, and fairly fragile) on up to a Battleship (slow, expensive, and tough). There are Transports to carry your Ground Troops and Space Stations that greatly enhance your intelligence gathering ability as well as beefing up the defensive power of a system. An interesting side advantage of the Station is that they increase the GNP growth of a System. You can also build Ground Batteries (forts) that are both cheap and effective in discouraging the neighborhood entrepeneur.

The turn sheet that you use to implement your grand designs is one of the strong points of **Ad Astra**. The best thing about it is that it is a "smart" turn sheet. In other words, if it is legal to do something, then there is a space to mark on the sheet. If it can't be done, there is not spot for it. Nice touch! The turn results that you get are broken down into two main sections. The first half consists of the results of last turn's actions, generally preceeded by a page of game news from the GM. Though a bit sparse, it does its job of giving you the State of The Empire. The second half is your Order Sheet for the next turn. At this point, I would like to mention that turns can be submitted either by mail, MCI Mail, or Compuserve and the format for submitting turns by E-Mail are clear and concise and easily used. The Orders Sheet is composed of three major sections — status adjustment, building, and operational orders. Let's talk about

them one at a time.

First of all come the status changes. Here you mark any changes in your Tax Rate, Contact Status, and Diplomatic Posture toward those that you have met. More on this later in the section on diplomacy. You also set your overall fleet loss limit here. As expected, previous entries remain in force unless you change them here. Pretty basic stuff — but important.

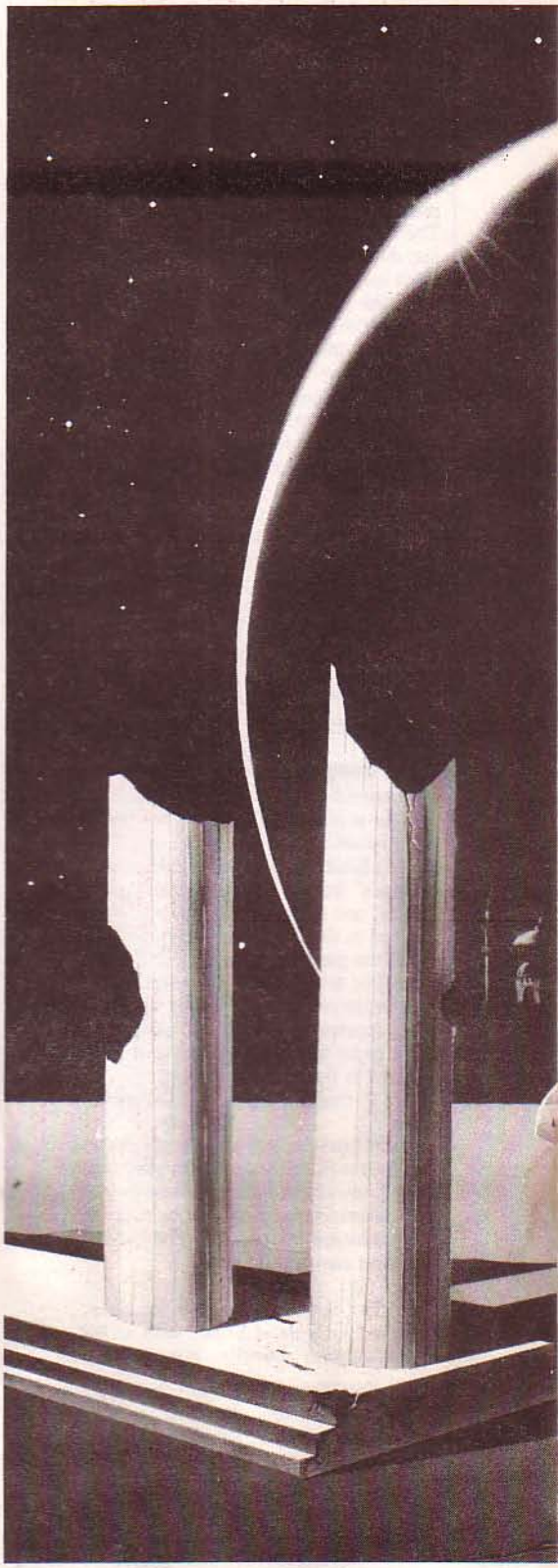
The second section covers your construction. As noted above, each System has an actual GNP and that figure limits how much you can build at a particular system. The bigger the GNP, the bigger both the number and size of your projects. However, if a Space Station exists at a system, building power is unlimited — subject to the amount in your Treasury. Any unspent funds remain in your Treasury for future turns. The only trick in completing this section of the turn is mastery of basic math.

The third section is the crucial one. Here you give your fleets their orders. In **Ad Astra,** you have Home Fleets and Task Forces. Home Fleets are Task Forces which are tied to a Star System. New construction goes into Home Fleets and can then be assigned to a Task Force. Task Forces are your mobile fleets that explore and conquer. The orders that you can give to them are one of the game's strong points. Normally, computer moderated games have very few options for the player. Such isn't the case here. There are more than enough kinds of orders to accomplish just about any complicated foolishness you care to try. Someone once said that a measure of complexity was how easy it was to make an ass out of yourself. Trust me, you can make an ass out of yourself in a hurry in **Ad Astra**! All it takes is a little mental carelessness. Once again, it will have been you and not the computer that does it. It knows how to do its job.

Finally, there is the wonderful world of diplomacy. **Ad Astra** notifies you of the name and address of the folks you run into (literally!) provided that their contact option is "On". The opposite of that is also true. Once you have met them, you have the option of assigning them a rating from Ally to Neutral to Enemy 1 to Enemy 2. This, in turn, determines how much info you can pick up about them through the game system. Let me mention here that the particular game that I was in was "Winner Take All" so much of the value of diplomacy was negated. It is a little futile to try and convince someone to work closely with you when they know that there will be only one winner. Of couse, there is always the chance that you will run across a mouth-breather with a room temperature IQ, but don't bet on it. About the best that could be done in my game was what I call the **Star Web** maneuver. Basically, you pick the most powerful of your opponents and try to convince him to work with you to thin out the opposition. Then when only the two of you are left, you will settle the affair. Naturally, you both begin laying plans to kick the other's butt at the last possible moment. There are versions of **Ad Astra** that allow alliances to win and there are ample provisions in the mechanics of the game to help out. All in all, diplomacy can be a major factor.

That, gentle readers, is **Ad Astra.** After all the good things I have said about it, why, then, did I start this review by expressing reservations? It all comes down to personal preference. **Ad Astra** is just not my cup of tea. But then neither are **Star Web** or **Empyrean Challenge.** Try as I will, I simply can not get "into" the game. It is just too impersonal, I guess. It probably is the role player in me that wants to care about my ships or my people. I need to be involved on a personal level with what is going on. For those people who like this type of game, I don't think that there is a better one of its type on the PBM market today. It is a well-oiled machine. But then so is a fork lift. I can respect the efficient design of a fork lift, but I sure can't get excited about one. So, if you are the type of player who revels in objective and detached exercises of logic, look no farther. **Ad Astra** is well worth your money and time. As for me, I'll pass.

Moderator: Superior Simulations
P.O. Box 505 - Soldier Rd.
Fairfield, ID 83327
Setup Fee: $10.00 (includes Deposit, Rules, and 2 turns)
Turn Fee: $3.50
Extra Map: $.50



NUCLEAR WAR™ -- the Play-By-Mail Game

This is the official play-by-mail version of the **Nuclear War** and **Nuclear Escalation** card games invented by Doug Malewicki and produced by Flying Buffalo Inc. It is assumed that you have a copy of both games (the combined edition) and are familiar with the rules and with the cards of those games. Play-by-mail (PBM) is quite simple. It's almost like playing the card game, only instead of blowing up someone you know across the table, you get to blow up faceless strangers from all over the world, just like real world leaders!

All moves are simultaneous; all are processed at the same time by the computer. The computer will do your move for you; you just name your targets and arrange your cards. Each turn you have a list of the cards you hold, the order they are in, the card you just drew for this turn, and a description of what happened in the world last turn. There will be a deadline or "due date". If you wish to give any orders, you must have them in to Flying Buffalo by the evening (6PM) of this due date. If your orders have not been received by the time the game is run, the computer will play the top card from your list, move all the other cards up one, and put your newly drawn card at the bottom of your list. If you have fired a missile, it will be fired at the target previously named. If you have not previously named the target for that missile, it will be fired at the first country on your "hit list". If you do not have a valid "hit list", then the missile is wasted.

Each turn you will receive a copy of the **NUCLEAR TIMES**, a short newsletter which will give you a list of all the countries in the game, what actions they took, and what happened to them. (Note that each country in the game has a 3-letter code to identify it on the newsletter and on your turn). The **NUCLEAR TIMES** will also contain "Press releases" from the players. Each player may submit one or more short press releases to be printed in the NT. These may be "signed" (with the player's real name or his country name) or anonymous. We reserve the right to edit press releases for length, spelling, or inappropriate language. We also reserve the right to be totally arbitrary about what is printed in the **NT** if necessary. Have fun with the **NT**; this is a big part of the game.

Each turn you will also receive an individual printout with private data for your country: your population and the ten cards in your hand (the normal nine, plus the one dealt to you at the beginning of the turn). The cards section is in seven parts.

(1) The Space Platform (if you have successfully launched one), with an indication of the number of warheads it carries.

(2) The Missile played (if you played one on a previous turn and it has not yet been used or discarded), with an indication of its capacity (in megatons).

(3) Your two "down" cards, labeled (X) and (Y). If this is the first turn of the game, or a final retaliation turn, this part is combined with the next part so that all ten of your cards can be re-arranged freely. This part should only contain Propaganda, Missile, Warhead, Space Platform, and Killer Satellite cards, because any other card in these positions is a discard.

(4) The other eight cards in your hand, labeled (A) through (H). Cards in this section may be moved around among themselves for your convenience. The most important is the (A) card, since (unless you are "missing the turn") this card will be pushed forward to the (Y) position, as the (Y) card is pushed forward to the (X) position and the (X) card is played. The other cards should be lined up in the sequence you wish to play them. If you fail to send instructions in the future, this is the order in which they will be played.

(5) The Killer Satellite card, if you have launched one on a previous turn, and have not used it yet.

(6) The Secret card, if one was dealt to you this turn.

(7) Your "hit list": three alternate targets numbered 1 to 3.

SERIAL NUMBERS: Cards in parts 3, 4, 5, & 6 have a number in parentheses. This number is used to specify in your orders which card you are talking about.

TARGETS: Some cards can have targets specified. This is the country who will be hit (when the time comes). The target may be lised as (---), which means no one. The (X) card in your hand should have a target specified if it is a warhead, or it will be wasted. (Unless you have a "hit list" — see below). Secret cards that are played on other players have targets, too. If you have one of these, and do not give a target, you lose one million people due to "indecision" on the part of your leader, and the card stays to be played next turn. If you specify a target for a card, but before the card is played that country has been wiped out, the target is cleared (changed back to (---).)

YOUR HIT LIST: Because your intended target may be wiped out before you can play your card, you may have a "hit list" of up to three alternate targets. Whenever a propaganda or warhead card is in position (X) and has no target, or a Secret card that requires a target has none given, we will use the first live country on your "hit list". We will NOT use the hit list to give targets to warheads on Space Platforms (except during final retaliation), or to Spies or Saboteurs.

SEQUENCE OF PLAY: In the pbm version, the players all play at the same time, rather than playing in sequence. There are 8 phases to a turn after we have entered your orders into the computer:

(1) We sort the cards in the players' hands according to their orders.

(2) Secret cards are played. Players wiped out by secrets do not play in the rest of this turn.

(3) Other cards are played. If you are not "missing the turn" (explained below), the card in the (X) position is played, and the first targeted missile on your Space Platform (if any) is dropped. Spies & Saboteurs go on their missions, even if you are missing the turn.

(4) Propaganda results are applied. Note that if a player is wiped out by propaganda, he still gets to play his other cards, but warheads intended to be dropped on him will be dropped on someone from the attacker's hit list instead.

(5) Saboteurs sabotage, unless stopped by Spies.

(6) Warheads are detonated, and Space Platforms and Killer Satellites are launched.

(7) Cards are pushed forward in the hand, so that the (Y) card goes to the (X) slot, the (A) card goes to the (Y) slot, etc. (except warheads on the Space Platform, which are pushed down toward the bottom of the hand.)

(8) If no one was wiped out by Secrets or warheads, new cards are dealt into the empty spaces in your hand.

MISSING THE TURN: There are some Secret cards that cause the player drawing them to miss the next turn, and some that cause the player they are played on to miss the turn. "missing the turn" means only that the (X) card is not turned over and played, and no warhead will be dropped from the Space Platform. You may still play Secret cards, change your "Hit List", re-arrange your cards, and send out Spies, Saboteurs, and previously launched Killer Satellites. The term does NOT refer to failing to get orders to us before we run the turn. If we do not hear from you, we will simply play your (X) card, move your other cards forward, and deal you a new card.

SUBMITTING ORDERS: Every order consists of the serial number of a card, followed by some orders for the card. There are four types of orders:
(1) Sort — a letter "A" through "H" (or, if allowed, "X" or "Y"), indicating which position in your hand the card is to move to.
(2) Country — the 3-letter code of a country. For a played propaganda or warhead, this is the country to be attacked. For a Spy, this is the country to spy on (list the (X) and (Y) cards). For a Saboteur, this is a country to sabotage: if that country is launching a missile with a warhead, or a Cruise missile, a Space Platform, or a Killer Satellite, the launch will be aborted; if not, the Saboteur remains in your hand. For a warhead on a Space Platform, this is the country to drop it on. For a Killer Satellite (that has already been launched on a previous turn), this is the country whose Space Platform is to be shot down; if the country has none, the card remains in your hand. For a Hit List slot, specifies alternate target for Propaganda, Warheads, and Secrets.
(3) Country with a minus sign in front — used only with the Saboteur. It means to defend the country by sabotaging a missile and warhead fired at it.
(4) Number — used only with anti-missiles to specify the smallest warhead to shoot down. If zero, it means the anti-missile will NOT shoot down anything.
(5) NUL — used to cancel an order given on a

©1986 Flying Buffalo Inc.

previous turn (such as a target).
(6) SPY — used on a Spy to make it counterspy: all spies sent to your country (and saboteurs as well) will be aborted. If none were sent, the card remains in your hand.
(7) SAB — used on a Spy to make it stop all Saboteurs sent to your country; if none are sent, the card remains in your hand.
(8) KST — used on a Saboteur to make it sabotage the launch of a Killer Satellite launched by any other player; if none is launched, the card remains in your hand.
(9) SPT — used on a Saboteur to make it sabotage the launch of a Space Platform launched by any other player; if none, it remains in your hand. Also used on a warhead to mark it for use on the Space Platform. (When you launch a Space Platform card, all warheads marked SPT go on the platform. If you forgot to mark any, the Space Platform has no warheads and is wasted.

SAMPLE — suppose your hand as dealt to you looks like this:
(X) (4) 50 MEGATONS (---)
(Y) (5) PROPAGANDA 10 (---)
(A) (6) SPY (---)
(B) (7) TITAN (Capacity:20)
(C) (8) 50 MEGATONS (---)
(D) (9) PROPAGANDA 5 (---)
(E) (10) 20 MEGATONS (---)
(F) (11) SPRINT INTERCEPTOR (10)
(G) (12) B-70 BOMBER (Capacity 50x)
(H) (13) ANTI-MISSILE "P" (10)

HIT (1) (---)
HIT (2) (---)
HIT (3) (---)

You might give the following orders:
1,NWT — (Put Northwest territories first on your Hit List)
2, ANT - (Put Antartica second on your Hit List)
3, SLO - (Put Slobbovia third on your Hit List)
5,X,ARI - (Set Propaganda 10 as your first card played, and aim it at Arizona)
9,Y - (Set Propaganda 5 as your 2nd card, but no target specified yet)
12,A - (Next comes the B-70 Bomber)
8,B - (Then 50 megatons, no target yet)
6,NWT - (Send the Spy to Northwest territories immediately)
11,20 - (Tell the Sprint to ignore warheads smaller than 20 megatons)

On the other side of this part of the page is a free coupon to get you into a game of play by mail Nuclear War. I am not writing any rules in this section, so you can cut out and mail in the coupon. Please use the coupon (not a photocopy) to enter the demonstration game. This $10 value is brought to you by **Space Gamer** as a bonus to their subscribers, and by Flying Buffalo Inc. to get you to try one of our games. We want you to find out for yourself that we are reliable, dependable, and really interested in helping YOU have a good time. "Moderator Error" is something you will seldom hear in a Flying Buffalo game, but when we do make an error we will almost always make it right immediately. If for some reason we cannot fix the error, we reserve the right to declare it an "Act of God" (i.e. no one's fault and cannot be avoided) but if we do that, we will refund double your turn fee for that turn! If you wish to call us and ask a question, our phone number is 602-945-6917. You can call any time. Our address is: Flying Buffalo, PO Box 1467, Scottsdale, AZ 85252.

If you do not have a copy of either or both of these card games, you may order them direct from Flying Buffalo Inc. PO Box 1467, Sjcottsdale, AZ 85252 for $15.95 for one or $30.90 for both (price quoted includes $1 for postage and handling).

Some notes on How Things Work:

SPACE PLATFORM: If you don't "miss the turn", we will drop the first warhead marked "ON SPT" that has a live target. Since you don't have to drop warheads, we don't use the hit list.
ANTIMISSILES: Each anti-missile you have, beginning with the first one in your hand, shoots down the largest warhead fired at you that it can (though never one smaller than the minimum you have specified). In case of a tie, it picks one at random. For maximum efficiency, you should keep your anti-missiles in increasing order of stopping power.
FAILED SPACE PLATFORM LAUNCH or SPACE PLATFORM SHOT DOWN: If a SPT launch fails, or after being launched it is shot down by a Killer Satellite, all the warheads marked "for SPT" are lost, and you will be dealt replacement cards.
KILLER SATELLITE: The KST must be launched behind a Titan or Atlas missile before it is usable. Then it can shoot down a Space Platform on a later turn. If used, the SPT is destroyed before it can drop a warhead that turn.
SUPER SERUM and CIVIL DEFENSE: These cards play themselves when the need arises. All you have to do is refrain from letting them be moved forward to the (X) and (Y) positions.

If you decide not to finish the game, PLEASE let us know. Just tell us the game number, and that you are dropping out. We will probably leave your "country" in the game, to continue firing missiles at your designated "hit list", but we will cease charging you the turn fee and mailing you the results. When you join a pbm game, you are accepting an obligation to either play it to the end, or officially drop out when you decide not to play anymore. Do not assume that because you no longer have money in your game account, and are no longer sending in turns, we will "know" that you want to drop out.

In order to start in a new **Nuclear War** pbm game, just send us the $5 setup fee, and name the country that you would like to be. (You can be any country, state, province, county, city, town or place, real or imaginary.) Please give a second choice. We reserve the right to add identifiers like #2 or "II" if multiple people choose the same name. The game costs $2.50 per turn to play. If your country is wiped out, you will get a copy of the results of your final retaliation. If you wish to continue to receive the **NUCLEAR TIMES** and continue submitting press releases for the **NUCLEAR TIMES** after your country has been destroyed, tell us and we'll continue sending it to you (and charging you $2.50 per turn.) We intend to start one game of **Nuclear War** each calendar quarter, on or about the first of the quarter (i.e. January 1st, April 1st, July 1st, and October 1st.) If you sign up on October 2nd, don't expect your game to start until January 1st. Due dates will be approximately every two weeks.

As a reader of **The Space Gamer**, you are invited to join the 1st Invitational Space Gamer Nuclear War card game pbm tournament with NO setup fee and the first two turns FREE. (i.e. $10 worth of play by mail FREE). The only string attached is that if you decided not to continue the game after you play your two FREE turns, you must write and tell us you are dropping out. (Giving your name and the game number, please.) Fill out and send in this coupon before **April 1, 1987**, please.

Name _____

Address _____

_____

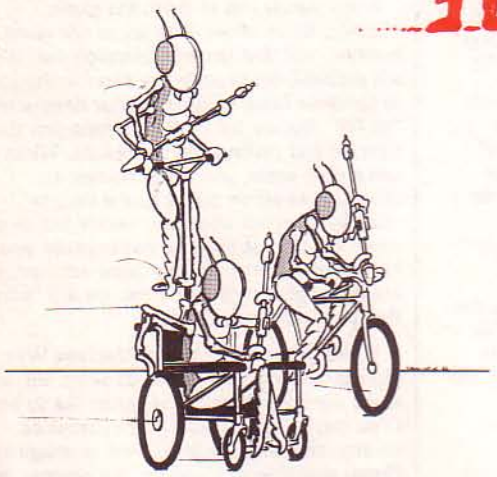
If you have a Flying Buffalo account number already, please write it here: _____

Name of the country you would like to "be": _____

2nd choice: _____

Mail to: Flying Buffalo Inc, PO Box 1467, Scottsdale, AZ 85252-1467.

RULES MURPHY'S



The rules to FGU's COLONY DELTA state that Sagittarian insectoid warriors cannot walk "since they have six legs".
—KAREL DYSKERA

IN KUNG FU 2100 (STEVE JACKSON GAMES) THE CLONEMASTER'S FORCES CAN TELL WHAT MARTIAL ARTS SKILLS THE ENEMY TERMINATORS HAVE SIMPLY BY LOOKING AT THEM.
—FORREST JOHNSON

Games Of The Future Today!

STARBATTLES® Mainline

Future Combat Simulations
P.O. BOX 9143
ANAHEIM, CA 92802
(714) 750-3543

Send your name and address for order form or send $12.95 (CA Residents add 78¢ sales tax) plus $1.50 P&H. Dealer inquiries are welcome.

—Adventure Gamers—
DO WAR GAMERS SAY YOUR POWERS ARE ILLUSIONARY?
Experience Tarabala
A Board Game System Using Miniature Tarot Cards for Constructing a Real Power Matrix—

Mail order only: $17.60 + $2.40 Postage. Send Address to Barbary Coast Trading Company, P.O. Box 14323, San Francisco, CA 94114.

Limited 1000 Copies—Author's Edition with a 32" x 32" roll-up game board, cards, dice, rules for 3 games AND $1000 Prize Contest Rules for best new game using system.

SPIRAL ARM

Spiral Arm is our latest play-by-mail game of strategic galactic conquest. Designed by The Australian Wizard, Spiral Arm features a map of over 650 stars, up to 50 players per game, economic production, 7 ship classes, 8 racial types, 4 modes of space movement, space and planetary combat, colonization, and technological development. You can name your Empire and new stars. The customized turnsheet is in a convenient "fill-in-the-blank format" for easy use in submitting orders.

Costs: *Rules $2.50*
Turn fees: *$4.50 per turn*
Game Entry: *$15.00*
(Set-up and 3 turns)

FEUDAL LORDS

Feudal Lords is our original, and most popular, play-by-mail game of medieval power politics. Fifteen players struggle to become King of England after the death of King Arthur by means of medieval economic development, military conquest, and diplomatic intrigue. Feudal Lords features agriculture, trade, knights, mercenaries, ships, bribes, spies, and much more.

Costs: *Rules $2.50*
Turn fees: *$3.00 per turn*
Game Entry: *$10.00*
(Rules, set-up, and 3 turns)

For further information on our games, write to:

GRAAF SIMULATIONS
27530 Harper
St. Clair Shores, MI
48081-1924

PBMA

SPACEGAMER
FantasyGamer
IS BACK

Space Gamer / Fantasy Gamer magazine is returning well in time for Christmas, and with so much to herald, we want to make sure you get the right gift! Space Gamer magazine has been published for eleven years, and has served Science-Fiction and Fantasy gaming fans faithfully through the years. It is a magazine with a long history, an outstanding reputation, and now it's having a glorious rebirth.

The new Space Gamer / Fantasy Gamer magazine will be appearing in stores and mailboxes throughout the land by December. Issue number 77 will mark a new era of creativity for one of the longest-published magazines in the hobby.

The new Editor is Anne Jaffe, formerly of Game News magazine. Anne is not only one of the industry's most qualified (and esteemed) editors, she is also energetic, organized, devoted, punctual, and has a great eye for the details that make all of the difference in a quality magazine product.

The new Art Director is Vince DeNardo, currently Art Director for both Fire & Movement and Computer Gaming World magazines. Vince is giving Space Gamer / Fantasy Gamer a new look, dynamically improved over previous issues, and an advance for all magazines of this genre.

Even the publisher is giving you more with the new Space Gamer / Fantasy Gamer. An increase in size from 48 to 64 pages (while still keeping the current cover price) is one heck of a fine gesture. They're not stopping there, however, because this notice also includes the following new subscriber deal:

Bundles of FREE issues with your paid subscription!

That's right, get a 3-issue trial subscription for only $9.50 and pick out any bundle of back issues, or try a 6-issue one year subscription for only $18.00 and pick out any **two** bundles of back issues, or get a full 12-issue two year subscription for only $35.00 and pick out any **three** bundles of back issues.

Please include an additional $3.50 for one, $5.50 for two, or $7.00 for three bundles of back issues to pay for shipping and handling; Canadian addresses please add an additional $1.25 per bundle; overseas an additional $2.00 per bundle.

Please specify which bundles of back issues you want. Each contains from five to thirteen issues of Space Gamer and Fantasy Gamer magazines grouped together by the common theme of the major articles in them. Bundles may also be purchased separately for only $6.00 each (postage paid in the US, Canada add $1.25 per bundle, overseas add $2.00 per bundle).

BUNDLE A: AD&D/D&D #1
BUNDLE B: AD&D/D&D #2
BUNDLE C: Traveller #1
BUNDLE D: Traveller #2
BUNDLE E: Ogre/G.E.V. #1
BUNDLE F: Ogre/G.E.V. #2
BUNDLE G: Car Wars/Killer
BUNDLE H: Play-by-Mail
BUNDLE I: Complete games in every issue
BUNDLE J: Everything else #1
BUNDLE K: Everything else #2

The best fantasy and science-fiction reading awaits you in issue after issue of Space Gamer / Fantasy Gamer magazine. Join the adventure today!

All payments must be in US funds and drawn on a US bank. Make all checks payable to DTI, P.O. Box 8399, Long Beach, CA 90808.

ENCLOSED IS MY $ _____. I AM SUBSCRIBING TO THE NEW SPACE GAMER / FANTASY GAMER FOR _____ ISSUES. PLEASE SEND ME THE BUNDLES OF BACK ISSUES I HAVE CIRCLED BELOW:

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

SEND
BUNDLES A B C D E F G H I J K

PARANOIA CAMPAIGN PACK

HIL Sector Blues

Rejoice citizen! Your friend The Computer has chosen *you* to become a HIL Sector Internal Security Blue Trooper!

. . . Hsst . . . crackle . . . beep . . . 1 ADM-12, see the clone at 142 stroke 6a, level 49j, room 389b about a code 39 dash 07: intruder with tactical nuclear device . . . zzzt . . . ding-dong . . . crackle . . . boom . . .

For 2-6 Players
plus Gamemaster,
Ages 12 and Up

It's a Campaign Pack!

In ***HIL Sector Blues*** you get a fantastic compendium of facts, rumors, innuendos, and outright lies about HIL Sector. You also get a new transportation system, the latest in police equipment from R&D, and vatloads of useful information on the ever-popular Internal Security.

It's Cardstock Commies™ & Miniatures' Rules!

In ***HIL Sector Blues*** you also get a set of *Cardstock Commies* stand-up figures, and rules (well, suggestions, actually) for using them. These exciting, full-color figures allow you to determine precisely where every character is at the exact moment of his or her demise! Plus, you get detailed instructions on how to use common household items — paper towel tubes, blenders, small pets — for tactical displays!

It's a Bunch of Mini-Adventures!

In ***HIL Sector Blues*** you also get mini-adventures and adventure hooks which introduce characters to the mind-boggling fun and brain-warping excitement of police work in Alpha Complex.

It's a Dessert Topping!

Well, okay. It *isn't* a dessert topping. (False advertising and all that.) But ***HIL Sector Blues*** is a righteous ***PARANOIA*** campaign pack and death-fest that will amuse, enlighten, and terminate one and all!

HIL Sector Blues
$9.95
Campaign Pack
for
PARANOIA
The Roleplaying Game of a Darkly Humorous Future
H.G. Wells Award Winner!
Best Roleplaying Game!

WEST END GAMES

West End Games, Inc.
251 West 30th Street
New York, NY 10001
#80109

Just Look at All the NEAT STUFF in *HIL Sector Blues!*

- The brand-new and highly innovative PLAYER SCREEN, covered with all the information a player needs to stay alive in the mean corridors of HIL Sector!
- Full-color *Cardstock Commies*™ figures!
- 64-page booklet brimming with important rules, zany mini-adventures, clever illustrations, nifty charts and tables, and a magnificent pull-out loaded with pre-generated PCs, NPC rosters, official *Cardstock Commies*™ props and excessories, maps, and the *HIL Sector IntSec Gazette*!

Copyright © 1986, West End Games, Inc. ***PARANOIA***, ***HIL Sector Blues*** and ***Cardstock Commies*** are West End's names for its science fantasy roleplaying game and excessories. Trademark applied for.